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OVERTHROW HITLER'S EVIL EMPIRE.

You are B.J. Blazkowicz, a US Army Ranger recruited by the OSA and the Allies' top specialist in covert operations, heavy weapons and assassination. Hitler's head of the SS, Heinrich Himmler, is twisting science and the occult into an army capable of annihilating the Allies. The balance of victory is in your hands.

RETURN TO CHSTLE

Malasa

DEERRYJOH RESURRECTION



Traverse forests, cities, Egyptian villages and crypts across over 30 levels.



Unleash a brutal arsenal of authentic and experimental weapons



Escort captured Panzer tanks and shred the undead into oblivior.

Playstation 2



Infiltrate top-secret airfields and compounds and silently assassinate Nazi officers.



Face complex enemies who coordinate attacks and anticipate your every move.





PlayStation 2

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"GAME OF THE YEAR.

GameSpy.com - Xbox Game of the Year

"The PS2 version offers a terrific balance between straight-up action and stealth. It's a must buy for most any gamer."

Electronic Gaming Monthly ~ Game of the Month





"You'll see a lot of funky effects that, according to what we've been told in the past, the PS2 can't do."

Official PlayStation Magazine ~ 4 1/2 stars out of 5

"Splinter Cell for PlayStation 2 received a fun factor score of 5 out of 5!"

GamePro ~ 5 out of 5



PEAYSTATION 2



PUTER ENTERTAINMENT SYSTEM SCREENS SHOW

"No other game encompasses the stealth concept better than Splinter Cell."

IGNPS2 - 9.1 out of 10

PlayStation 2











When you're this deadly, ONE PLATFORM CAN'T HOLD YOU.

REDEFINED FOR THE PLAYSTATION 2

COMPUTER ENTERTAINMENT SYSTEM.

Redefined with all-new cinematics and four exclusive new levels, the best in stealth combat just got even deadlier. Thermal goggles, prototype guns, and the ability to use your enemies as human shields are just a few of



the weapons and tactics in your arsenal. You have been entrusted to protect America's freedoms. You are Sam Fisher. You are a Splinter Cell.





TUNE. RACE. RULE.



>> BET BIGI Win cash, cars, and the love of 18 of street racing's hottest honeys

TUESDRY 10

Just touched down in L.A. Picked up headers and an intake.

Gotta find a dyno.

WEDNESDRY 11

I love rich kids. They race for pinks and can't even shift.

Fools giving away their girlfriends and their cash by making me race.

It's like delivery.

THURSDAY 12

Back seats? Gone. Rims? Tucked. Body kit next week. Turbocharger on my mind

To Boost or not to Boost? THAT is the Question...



>> Outrun the cops on the streets of Miami, Philly, and L.R.













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>>> Customize realistic cars with authentic aftermarket parts!



>> High-stakes racing with true physics and real damage!

FRIDAY 13

3 strikes. 2 cops. 6 gears.

One more ticket and I trade in my license for a bus pass.

Need nitrous

SRTURDRY 14

Hooked up nitrous, 100 shot

Had to squeeze on a V8.. again. Just sad.

Now where did I put Sasha's number?

SUNDAY 15

Last night, took Sasha on the inside curve.



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••• eutechnyx

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www.playstationmagazine.com

Your favorite online game, only better Over a million of you have bought the first SOCOM, and it's safe to

say that it's the driving force behind getting people to hook their PS2 up to the Internet. It's the elusive "killer app" for Sony's online gaming strategy, and probably for online console games in general, as well. Log on to the servers between 6 p.m. and 10 p.m. EST on any given night and you'll be joining 13,000 other gamers keen to team up and kick some ass. Oddly, few of you choose to take advantage

of the game's most unique feature, the voice chat, and prefer to express yourself through the use of a silenced automatic weapon and a handful of frag grenades.

We've been fans of the original since day one, so the prospect of getting the first-ever look at the sequel had us all pretty excited around here. Although many of you will be expecting little more than a mission pack for the original, the team at Zipper has done an amazing job of improving the game in every possible way. They tell us their goal was to "overdeliver" on features, and even though we're still six months away from seeing the game in stores, it's clear that their goal will be achieved. See page 90 for the full story.



DAVID KUSHNER

Based in New York City.

newsletters like Rolling

David writes for little

Stone, Entertainment

Weekly, and Spin when

emic on our collective

asses. This month, he

Videogames 101 feature

whipped up our

he's not getting all acad-

He's a writer of science, fiction, and science fiction; a media reviewer and an ordained minister-and he's just signed a twobook publishing deal with fantasy/sci-fi supergroup TOR. You can find out all the sordid details at



RYAN LOCKHART

Ryan's our man on the inside (which is why his column is called The Insider), slaving away in front of a hot computer at 7 Studios in L.A. Before his current gig, he made the rounds of all the gaming mags and sites, including EGM



These guys know their games, so when they make a comic about videogames, the comic tends to be funny. And most of their comics are about videogames, Now. what does that tell you? Visit them anytime at www.penny-arcade.com.



PENNY ARCADE



Videogames Have Ratings. **Just Like Movies**

The Entertainment Software Rating Board provides information about videogame RATING content. ESRB ratings are intended as guidelines only; children 3 parents should still monitor minors' purchases.

WWW.ESRB.ORG



suitable fo or older

carrying this would be considered by parents



EVERYONE RATING RATING the previous suggestive K-A rating themes mild of strong last year Suitable for kids ages 6 and up E-rated gar may conta to supervise violence

or crude



RATING These game contain more adult themes such as blood and gore; stronger themes, Deemed not suitable



of the ratings for adults only Packs sexua themes and

ехтете manufacturer have yet to allow an AD-rated game

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MLB Slugfest Wakeboarding Unleashed Enter the Matrix

Space Fisherman

Hunter: The Reckening Wayward

The Lord of the Rings: The Two Towers **Devil May Cry 2** hypersonic.xtreme Rayman 3: Hoodlum Havoc Silent Scope 3 James 8 and 007: NightFire

John Hancock All Star Fanfest Comic-Con International: San Diego Dev 101: Agetec Maker Games Action Figures F3 2003

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Also If you have a malfuncharing or non-working demo disc call SCEA at 1 808-345 SONY They will grow de instructions to obtain regain or regiacement services.

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A GAME YOU CAN'T PLAY ANYWHERE ELSE (EXCEPT IAPAN)

This month marks the start of what we're hoping to make a new trend. On this disc, you can play a game that has been released only in Japan: the eminently bizarre Space Fisherman, Look for it under Extras. Once you're done with it, try these challenges in some of the other games



HIGH HEAT MLB 2004

WORLD TOUR SOCCER 2003

THE DETAILS:

Remember when the U.S. team got their hearts broken during the World Cup? No, you were asleep. Well, we lost to Germany, But change history, as the U.S. rematches Germany here.

HAVE YOU TRIED ...

...using L1 to get another defender to rush to the ball? It's a great tactic, but remember: That means someone else is open

...the vicious two-footed slide tackle? Press R2 when you're near a ball carrier to watch him flop! ...playing last month's Winning Eleven 6 demo? This game's fine, but for amazing football, there's nothing better than Winning Eleven

ROCKY

THE RESERVE

ti ti or and a second

MARKET SHIP PRINCIPLE

Printed Distriction (Section Section 1) a cleaning had it was the last became and place

WAR OF THE MONSTERS

THE DETAILS:

Pick either Congar or Kineticlops and go to town (literally) in the Midtown Park level You can even enlist the help of a friend and go headto-head, two-player style CONGAR SMASH!!

HAVE YOU TRIED

...deflecting thrown objects? Pick up a long object la girder will do nicely) and hit O to swing it enthusiastically. Time it right and you can knock a thrown car back at your opponent.

...taking up the demolition business? While you've got that girder, why not roam around and knock down some buildings? It's a great stress reliever, and it'll help you find hidden objects, too!

SMASH CARS

Tĝ F

rains from 18 and ...

and the second second

Following the events of the blockbuster Universal Pictures film, troubled scientist Dr. Bruce Banner and his enraged alter ego, The Hulk, battle The Leader - a terrifying villain intent on unleashing a relentless army of gamma creatures on the world.



UNLEASH THE FURY



45 devastating attacks to dispose of your enemies.

25 fully destructible and interactive environments - if you can see it, you can smash it.

Battle notorious classic villains and massive new foes. Fight up to 10 enemies at once.

Outsmart your enemies as Dr. Bruce Banner, using stealth and disguise.















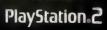














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Splinter Cell was already out for Xbox, but now PS2 gamers can indulge. "The demo convinced me that this is a definite buy," said Edgerunner. As for Xbox's graphics bettering the PS2's, DatMonkey isn't swayed: "As we've said a million times: Graphics don't make a game. We're in for an awesome experience." Indeed we are.

Just Shooter Me

One thing you probably didn t realize about shooters on the PS2 fand PS1 for that matterl is that there's an incredibly unfair amount of bias against them by fans who don't think a Sony system can "do 2D

Most of these snobs prefer systems like the PC Engine/PC-E Duo, Sega Saturn, or Dreamcast, which have larger libraries of shooters They'll not think twice about paying over \$100 for titles like Radiant Silvergun or Stellar Assault, and they'll also be the first to point out that Treasure refused to port RS or Ikaruga to a Sony system because the games would have to be changed too much or 'can't be done' on the hardware. If anything, these folks are killing the genre they're supposed to love by not supporting the efforts of the game companies that decide to publish and produce 'old-school" shooters for the PS1 or PS2. There are probably still a few of these people who ve never played Einhander, G-Darius, or R-Type Delta because they're not totally sprite-based, and that's

That said and done there are also loads of import PS/PS2 shooters that have never been released here (Zanac X Zanac Geppy-X, Harmful Park, Gradius Gaiden, and Psyvariar, for example), and it's sad that a U.S. publisher (other than Working Designs' short-lived Spaz label. won t spend the time or money to pick up and promote more of these games

Shooters are far from boring-

CONTACT OPM Snail Mail 101 Second Street, 8th Floor San Francisco, CA 94105 E-mail opm@ziffdavis.com and check us out at www.playstationmagazine.com they demand fast reflexes and an appreciation of mostly excellent game design. But most gamers seem to want the next sequel to whatever they grew tired of playing three years ago, and shooter fans just want another system entirely. If the games mentioned in your column fail to sell (except for inflated prices on eBay once they go out of production), then it's def initely not entirely the fault of the game companies. They're just looking at the bottom line, first and foremost-and with no high score in sight, it's probably "Game Over" for any future shooters

Greg Willens geewilcox@juno.com



We're April's Fools

I just finished reading through the May issue of OPM. I just had to say that I found your April Fool's joke in the calendar on pg. 28, about BMX XXX Uncensored being released on April 1st Hall

Also, as a big Weezer fan, I have to say that you need a newer picture of the band lother that what you put on page 48]. That picture is close to two years old! Mikey Welsh, the second from right, was the band's bassist when the Green Album was made, but after the CD was released, he left the hand. Since Maladroit, the bassist has been Scott Shriner

Mike Graves

onefrodoldyahoo.com

Good catch on XXX. As for Shriner, that was our, umm, other April Fool's joke! Yeah, that's the ticket! So here's a recent pic to make-up for our "oversight."

Faulty Disc?

On the May demo disc in your magazine, it lists High Heat 2004 and NBA Live 2003 as playable demos. But when I play the disc, neither of those games are on it I was wondering if I got a faulty disc or if it was a misprint Juan Acevado

dirt_dog_03@hotmail.com

We wish it were as simple as a faulty disc. It's a timing issue. The disc can have last-minute changes, and while we expected the High Heat and Live demos. both were postponed (and removed from the disc) for reasons beyond our control. This is a rare occurrence and we don't foresee it happening again.

Looking for a Good Fight

· love fighting games and find it amazing that you rarely comment on good fighting games Of course, you talk about Virtua Fighter 4, and Tekken 4, but these lack a special spark

In my opinion, only SNK was able to give fighting games that special spark needed for us, fighting fans, to love a game. Games like Fatal Fury, The Art Of Fighting, and especially King Of Fighters are the best fighting games ever. Most penale don't know it, but all of these games aren't just dull punch-kick games

My point is, since SNK went bankrupt, very few good fightng games have been made Capcom vs. SNK 2. Guilty Gear X, and Mortal Kombat Deadly Alliance are just about the best out there, but they still lack something. People might think a fighting game with a good plot is a really stupid idea, but it s not

So, I ask game companies to please make fightng fans' wishes come true Make a game that, even after 10

GAMERS ARE

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BRUTAL HARD. WICKED LONG.





PlayStation 2





SQUARE ENIX

ingoz SalluME ENIX CO., L'TO, ME Mohi Reserved. Image triuleration: Toment Nebugaint. The SOLAPE ENIX ingli ent ULLIBITED SABA sar legistratis et Souare Enix Co., Liu. "PlayStation" and the "PS" Family logo are singlingent reservatis ill Story Computer Entertainment for. The ratings close is a traditionat of the Intercentintional Selfviere Association. Dolby, Pro Logic, and the double-D symbol are traditionals of Deby Laborationate.



INPU we'd prefer to see Link over Heihachi.

TO READ OR NOT TO READ?

Do you read the manual before you play a game, while playing, or never? Post to the message board at gamers.com and tell us!

years, will still be played. Just like SNK did AcctSpeed@aol.com

We hear you on the SNK issue, but everything will change when Soul Calibur 2 releases. Trust us.

Hands Off!

I'm not complaining, but on page 74 of the May 2003 issue, the "Hands On" burst has been placed in a rather interesting spot. Did you do it on purpose? Tell the truth

Douglas Pedersen peddeasystreet.com

The girl is wearing milk chocolate kneehigh stockings. We couldn't bring ourselves to cover those up.

John Davison or Sam Fisher?

I made a top 10 list of things that are not only on my wish list fall right, not all of them are on my wish list), but are also on my, "Things that are defi nitely going to happen" list

101 Buy Midnight Club 2

91 Become a Splinter Cell

8) Use my Splinter Cell stealth abilities to sneak into OPM HQ and replace Metal Gear, Splinter Cell and SOCOM games with Spec Ops

7) While still there, replace all Midnight Club 2, GTA, and Gran Turismo games with Gravity Games Bike Street, Vert, Dirt and Hooter's Road Trip 6) On the way home, sabotage all Xbox systems

and Splinter Cell games (for Xbox) across America 5) Get home. Start playing Midnight Club 2 Find John Davison online and get my butt kicked so bad that I start crying

4) Go back to Splinter Cell training camp

to become tougher (or to stop

myself from crying after I lose). Start practic ing Midnight Club 2 daily

3) Go back online to challenge John Davison. He isn't there, so instead, I lose

to a 6-year old girl who says she hanever played the game before. Many tears pour

> 2) Contact Sam Fisher, Ask him to train me Finally, after achieving my goal of eight pushups, he starts giving me tips on how to play Midnight Club 2

11 Challenge John Davison one more time. Use the skills Sam Fisher taught me and whip John Davison's butt so bad that all OPM employees agree that I am the new editor-in-chief Later, I discover it was all a big hoax to lure me into OPM HQ, where I get my butt kicked for

replacing their good games with the bad games land let me tell you right here that Zoe can hit pretty hard!

The thing that surprised me the most was that Sam Fisher is on top secret missions almost every day and yet he still has the time to become very skilled in games such as Midnight Club 2. How does he do it? I began to think very hard and all of a sudden ham It hit me. Sam Fisher is John Davison in disguise! How else would OPM have figured it was me who switched all of their games? John Grandets

m grandits@yahoo.com

Publishing this letter poses some severe security risks for our main man/secret agent/fussball master/boss John Davison, but now that someone-John Grandits is smarter than us all-has figured it out, we're going to stop living this tragic lie. John Samuel Clemens Langhorne Fisher Davison is, indeed, who you say, John. Nice work.

What about Crash?

I have been a loyal Sony gamer for about five years now, and in all that time, Sony has yet to produce a mascot-type character, Nintendo has Mario, and when Sega was still in the console business it had Sonic So why hasn't Sony created a mascot-type character?

I am not saying that creating a videogame character solely for the purpose of being a mascot is a good dea, but games featuring mascot characters have been huge successes in the past. Sony has created many quality games

Maybe Sony could use its expertise now to create a game series with lovable characters and lasting quality. It doesn't have to be mascot game. Perhaps Sony could simply devise a series that would be a lasting example of the

PlayStation's quality. This would let us identify our beloved console with something more than just the Sony logo

H. Roger Gale aviaar6(dori net

Our feeling is that the PlayStation really doesn't need a mascot. It's almost as if the system is its own mas-

cot. But you have to consider the Ratchet & Clarks and the Jak and Daxters to think mascot-wise. Those two franchises are where the lovableness

THE DEUCE Has there been any word about a

SOCOM sequel? Stephen Kee skee @fenix2.dol-esa.gov

SOCOM 2? Never heard of it.

PS ZERO?

I heard that in addition to a PS3, Sony would release a new system called PlayStation Zero. Is this true?

Csmith61589 @aol.com

There's no PlayStation Zero. It was on a wishlist in GMR Magazine. But If it's a PS1-playing GameBoy-type device, it's on our wishlist, too!

FLOWER CRUSH Just FYI: Every male/single PS2 gamer in the U.S. Imaybe even the world) has a HUGE crush on Zoe. Too bad I'm not one of them (since I'm not single, that is).

Michael Hatch MiataDJ@aol.com

Don't cheat yourself! You, too, can have a crush on her.

WHERE'S 3? When I found out.

about FF Origins, I counted them up and found that when I buy it I will own FF1, FF2, FF4, FF5, FF6, FF7, FF8, FF9, and FFX. Where, oh where, is FF3? Paul Edwards

isodrunkla hotmail.com

The game has never been released here, and we've got no word of it happening anytime soon. We hope it'll one day be released on a handheld system.

and quality are at their peak. Plus, it means we don't have to endure more Crash-with-a-megaphone commercials

Dear Disappointed

In the January issue of OPM, you compared the typical missions, the weapon lists, etc., in Scarface. GTA3, and GTA: Vice City

When you compared the weapons, you said GTA3 included knives. If your regular writers and free lancers really played it, they would know it doesn't include knives

I've come to expect more from your magazine lnev laraczwski

Cotton Wood, AZ



It pains us that we've let you down, Mr. Jarackzkehriwski. But because of your hurt, we feel like we owe you an explanation. Our explanation: The screen shot above that says, You're wrong! But, of course, at the last minute, the guys at Rockstar pulled the knife. Out of the game, that is. So it's not in there. Guess we'll have to play the game now, huh?

Auto Cheatallista

I have been playing Auto Modellista online for about...well, since it came out. But when I play online, there are players that some of my racing team (Team iR) and I call PinBallers. Those are people who get the fastest car and ram it into the corner of the turn and make a somewhat guick getaway. While that is happening, I am keeping up while doing fast turns and not hitting the wall after the turn. PinBallers are taking over the rankings with their cheating. I am doing the perfect turns and all they do is dirty race. I have two words for people who race like that. No skills

Patrick Strong

calgar 168@hotmail.com

Why online people cheat confuses us, Why you're playing Modellista also confuses us.

Downtime

I have a small bone to pick with you. Don't get me wrong, I love your mag, but I just need to know what the heck is up with the timed demos! I mean, one day I am sitting there playing Def Jam Vendetta and while I'm having a blast and seeing what all I can do, all of a sudden, DEMO TIME OVER! Then I had to start all over again. Please explain why these "demo times" exist

Tony A. Rickard TAR13933@anl.com

Maybe you're confused by what the word "demo" stands for. It's "demonstration." Not "get the entire game and an entire magazine for bargain basement prices!"







Grand Theft Marmes

Today I was playing the Vice City assassination contract mission "Autocide." I was reading some of the people's names at the bottom of the screen and I managed to catch the names Marcus Hammond, Franco Carter, and Charlie Dolison Those names are similar to the characters' names Mark Hammond. Frank Carter, and Charlie Jolson, all from The Getaway.

Robert McPartland

RDUARTE35@msn.com

The Goat Manigult

I read your article on NBA Street Vol. 2 and I thought it was great except for the quiz. In question six its asks, "Which of these is not a streetball nickname given to a Rucker Legend?" You said "The Goat" wasn't one of them when in fact "The Goat" is a Rucker Legend His name was Earl "The Goat" Manigult and they even made a movie about him starring Don Cheadle that was called The Goat. He's also on Slam Magazine's Top 100 dunkers list Rvan Caldwell

rmc2006@hotmail.com

You got us, Ryan. It was a typo on our part. The choices were The Goat, Helicopter, and Sweet Fancy Moses. The last of these was the correct answer. Our hoops bad.

Adults Only—Why Bother?

As you all already know, the ESRB has five ratings: Early Childhood, Everyone, Teen, Mature, and Adults Only. Why bother with the Adult rating? Not one game that I know of has ever made "the grade." Am I wrong? Well BMX XXX made it to Mature, but it was toned down. If I wanted censored games, I would have bought a Nintendo.

May Lucas

theenoid@hotmail.com

If there's an Adults Only game on the PS2, it'll surprise us. But you have to consider context, Max. BMX XXX was censored because it was stupid. Why have an AO game just to have an AO game? If the makers of GTA decided to push things really far, maybe we'd see an AO game. But otherwise, why should Sony, realistically, risk their rep when they're already allowing good games (like Vice City) to take tasteful liberties?

Dino Crisis

've been following the making of the new game Jurassic Park Project Genesis | have been reading articles and viewing shots of this

game. I get the odd feeling that you all haven t put much time and effort in trying to review this awesome game. For example, on the site, the preview of the game is only five sentences long, and for a review, there's nothing You all need to take a better look at this game

Drifton Dalton

drifton_is_wack@yahoo.com

Poor Drifton's observation skills have caused him problems once again. Not only did we review it in our May issue (Issue 68), we gave it a very high 4.5 stars. As for short previews cred, we've added up the people that care with one

New OPM Staffer

i am David Perez, age 14 (almost 15), and I love the PS2 I was wondering if I can work for you guys in any way, like rating games, writing articles, and other stuff. Please answer within a week.

David & Porez

diabloeves@netzero.net

We were all set to say yes, but we missed your one-week deadline. Damn it.



ASK US ANYTHING!

We'm serious when we may anything





NOT SAID ATTACK THEY SAY, AVAME

 On page 76 of issue 66, where Tenchurs Processing the permits the process of the process of the control o

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MARK TO S BOLL

Q. I heard you could be 52 disc and it gets had a

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Les describes of suspense the success of the succes

Listhere a game on the market with the same surrection as the first face of

with two players Manifolio Redin

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Two players are better than one

There is no guide...







News, views, opinion, wit, and wisdom. IT'S BAHAMUT a very special appearance in Final Fantasy X-2. INSIDE SPIN Your guide to everything trans Role Your Own Want to make your own RPG and outdo the developers at Square? Now you can Day Planner What to do on May 2? What to buy on May 16? We got ya covered. 28 The Insider Take a peer units Ryan's world—a world of making videogames for a living. 38 Luminary Find out what Dave Perry, the man-behind Enter The Matrix, has to say, 44 **Altered States** Why is Sega looking to update the old Genesis game Altered Beast? 50 Loony Lupin One of Japan's most famous mangacharacters is coming to PS2 DVD Reviews Because your PS2 plays more than just games. Plus: anime coverage We pick the must-play games for the rest of (22) Official U.S. PlayStation Magazine







FINAL FANTASY X-2

rdless of your views on the iroly cute job system and pop-star manigans of Square's latest here's no denying the significance of new Final Cantes have always been true s, by X-2 is the first game to really lighten up on the whole conworry that girls in croptops and hot pants are sullying their beloved series. We applaud Square's decision to contemporize a bit.

RPGs are typically either stuffy and pompous or way too wacky for the masses to get into. X-2 could modernize the genre and change the way people view characterization in videogames.



in Turismo 3: A-spec is still the oig daddy of racing games. There have been many imitators, but in the grand scheme of things, *GT3* remains the de facts choice for anyone with even a moderate interest in games about cars. The sequel promises more of every thing, and previous comments from Polyphony's top dog, Kazunori Yamauchi, indicate a very, ambitious project with superior visuals, an encyclopedic car list, and online elements.

ences are that after GT4 is d all racing games will ok and feel very differpect every racing over itself signing up

rs from Ferrari

WAR

etely rocked eur vent on to sell nearly copies, proving it had on you, too. The last OPM ran a playable demo of game on our DVD, it was one of we best-selling issues of the mag-azine ever, Rising Sun, the first of a

two-part story set in the Pacific theater, is much more daring than Frontline. Unlike previous games in the franchise, soldiers in Rising Sun are more dependent on one another, so the sense of being part of a larger company is much more profound. Wait until you see the battle in Pearl Hurbor; it makes the Normandy landing in Frontline look like a walk in the park.

Lots of developers throw the word realism around with wild abandon. but Rising Sun shows how shock-

ing the experience of war can be. It will forever change the way action games play with your emotions

EA Sports Hig Novemi

SSX Tricky is still, arguably, one of the best games on PS2. It's certainly the best snowboarding title, but its appeal is much broader than "just another extreme sports game." SSX3 promises to push the boundaries of what can be done with a game of this sort

and it also goes some way toward proving what a profound effect Grand Theft Auto has had on modern game design. Races are no. longer selected from a series of menus; instead, the entire moun tain is an open environment in which you roam around looking for challenges.

Tony Hawk's Pro Skater 4 proved that extreme sports games could offer an open-ended and enter taining experience, and SSX3 promises to pick up the challenge and run with it. Expect lots of other titles to follow suit.

COOM

SCEA November

Check out our cover story for more detailed into, but like so many sequels these days, SOCOM 2 promises to build on all the stuff we loved in the original. Look for improved graphics, easier stat tracking, more involving missions, better voice-chat support, and a host of other enhancements. If you're as excited as we are, skip to page 90 now.

The first SOCOM set the bar for online experiences. While every one else has yet to match even



that, the guys at Zipper look set to make the sequel the next definitive online experience.

AU CAURIUR II

When we declared Sega's Virtua Fighter 4 "the best fighting game ever made," we were fairly confident that claim would stand for some time. Based on our time with the Japanese version of Soul Calibur II, though, VF4's legs will soon be kicked out from under it. It looks amazing and it's packed with features-but above all, the gameplay seals the deal. Check out page 46 for our views.

The balance of depth and simplicity has never been pulled off so gracefully. We've waited years for the return of the fighting game. Soul Calibur II may finally usher in a new era.



SOCOM 2: U.S. IMBJY STALS

We'll be the first to admit that we far too readily dismissed the original. What initially appeared to be Spyro the Dragon with guns and a bit of attitude turned out to be one of the most pleasant surprises of last year. Have an ogle at it on page 66 and tell us we're not right

about this.

The first game added guns to 3D platform gaming-lots of really big, crazy guns. Ratchet & Clank 2 promises to bring more of everything the first one had, and while it's at it, to influence every other platformer in development (even SCEA stable-mate Jak III.

Check out www.gamers.com May 13 through 16 for E3 news updates on all these titles.



ROLE YOUR OWN

Can playing games actually land you a job? In this case, maybe!

heck out the "Game Design 101" feature on this month's demo disc to see just how in-depth Agetec's line of Maker games are. Fighter Maker 2, Magic Pengel, and the upcoming RPG Maker 2 all help budding game designers learn about the nuts and bolts of making games-while having fun in the process. But can they really teach someone how to become the next Yu Suzuki or Jason Rubin? You'd be surprised. In Japan, several prospective game designers have used RPG Maker 2 not only as a tool for learning

how to design games, but also

as a virtual resume to show off

their newfound skills. In fact,

Enterbrain, Agetec's parent company and Japanese developer of RPG Maker 2, admits it has even hired some of the people who submitted their homegrown RPGs to them! It has worked so well for the company in Japan, Agetec is considering doing something similar here.

But if you need further proof of just how powerful a tool like RPG Maker 2 really is, simply check out the included demo game FU-MA, which comes on the RPG Maker 2 disc. A full 10hour RPG, FU-MA was designed by Kazunori Orio, whose portfolio includes epic titles like Dragon Quest 4, 5, 6, and 7. He intentionally created the game



to be a mainstream RPG along the lines of a Final Fantasy or Dragon Warrior so people could use his work as a reference for their own games (sample events and data can be pulled straight from FII-MA)

While you can already get started doodling around in Magic Pengel or building your own Tekken-beater with Fighter



Maker, it's going to be awhile longer until you can create your own PS2 role-playing games: RPG Maker 2 has been delayed until September (apparently, there's still a lot of text that needs to be translated—thanks a lot, Kazunori[†]). But in the meantime, we suggest you start jotting down your ideas for your ultimate RPGs. We already are.





Virtual-On Route



mech shooter Virtual-On Marz in the U.S. this fall. Featuring mech designs from the Gundam designer, it mimics the twin-stick setup of the arcade Virtual-On using the Dual Shock's analog sticks.

Without Honor



Activision is taking on EA's Medal of Honor with its own WWII series, Call of Duty. It has even captured some ex-MOH folks to make the games. Above is a screen of the first Call of Duty title, currently for PC, but possibly for PS2.

Totally Secret



Speaking of WWII, LucasArts will release its WWII flight game, Secret Weapons Over Normandy, this fall. It's from Totally Games, makers of the popular X-Wing series on PC.

More Headhunting

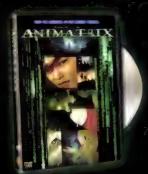


This fall, Sega will release a sequel to its action game Headhunter, called Headhunter: Redemption. This time, you also control Jack's female apprentice, Leeza X.



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DATEBOOK **AY 2K3**

MONDAY

WEDNESDAY

THURSDAY

FRIDAY

Jamsen as Jean Grey, even though She didn't make it or This poster, Boo

SATURDAY



Lance Bass (b. 1979) smilling? He know:

R.1961, astronaut Alan Shepard makes a 15-minute

suborbital reight, becoming the rire

Cinco de Mayo. We

Pengel: The Quest is

George Clooney

Catch Me If You Can

Sony's E3 Press



-Worto.co



Tony Hawk is 35 and very mature.

openo today! What'd you think? Tell us on ... our message board

a, dude! You en't seen *Matrix* oaded yet? What you waiting for?

the Anime Central Go to www.acen.org

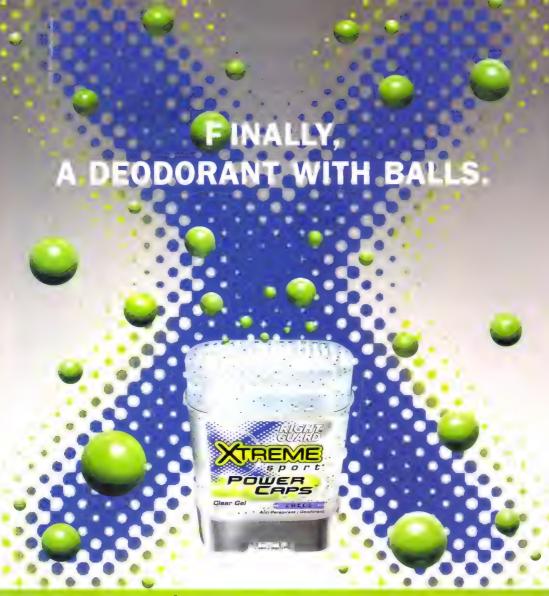
Memorial Day

Gnartie's Annels



Danny Elfman turns





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Fancy a Game of Quidditch? Electronic Arts is developing Harry Potter: Quidditch World Cup for PS2, a full-fledged Quidditch sports game

THE INSIDER

显线证

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NATIONAL SECURITY

Splinter Cell gives a peek at the future

plinter Cell co-producer
Domatille Doat explains what
makes the game so special and
why it's a glimpse into the near future
of military combat.

The Splinter Cell team cites realism as a big part of the motivation for the game. Just how realistic is it?

In researching the story line, our story writer met with NSA officials and the Clancy team helped us fine-tune the story. The concept of having an operative who acts secretly is realistic, considering the new face of terrorism. The NSA needs this kind of intervention—and even if they will never confirm it, a simular form of cell probably already exists.

What about the weapons and gadgets? Sam has a classic 5 7mm pistol and a versatile SC-20K rifle, which is a modular assault weapon system presently being tested by Special Operations Almost all of Sam's gadgets are based on actual prototypes being tested right now by different military organizations. The rest were created solely for gameplay purposes. Remember, Splinter Cell is set in a "day after tomor row timeline, so any prototypes being tested now will become tools of the trade in a few years. Only the sticky cam, distraction cam, and camera jammer are fictional devices invented by the development team.

What kind of input did Tom Clancy have on the project? And will Fisher appear in Clancy's last Jack Ryan book?

Tom Clancy is involved at every level of development. First, he must approve the concept. Then he checks in at regular intervals to see that the game is developing in a way that siconsistent with his vision and brand. Finally, he sees the finished product and gives it the thumbs up.

"Even if they will never confirm it, a similar form of cell probably already exists."

groups It offers sem and fully automatic rates of fire When equipped with an FCS (fire control system), the SC-20K becomes deadlier and more accurate at ionger range It can also be equipped with a launcher that fires conventiona, grenades, stickly shockers, and flares, or items like non-ethal rounds or reconnaissance tools like laser cameras and other special devices.

What's unique about Spiniter Ceir is that, unlike the other Clancy games, the original concept didn't come from a book or movie, or even from Clancy thimself. The development team created the concept and they presented it to him. He was so impressed that he took the ball and ran with it -embellishing the concept with Clancy-esque details that only he could provide

DATA STREAM

والمنافع ومعامر والمعافرة والمنافع والم

PS2 Ghost Busting



From the makers of Primat comes Ghost Hunter, a game in which you (surprise!) hunt ghosts. It's being dubbed as "survival horror evolved" and should be ready by year's end.

Primal Melodies



Speaking of Primal, look for the official game soundtrack this summer float to be confused with the crap Primal battle themes album that's currently availablel. This one features over 105 minutes of fully orchestrated music.

Cancelled Moto

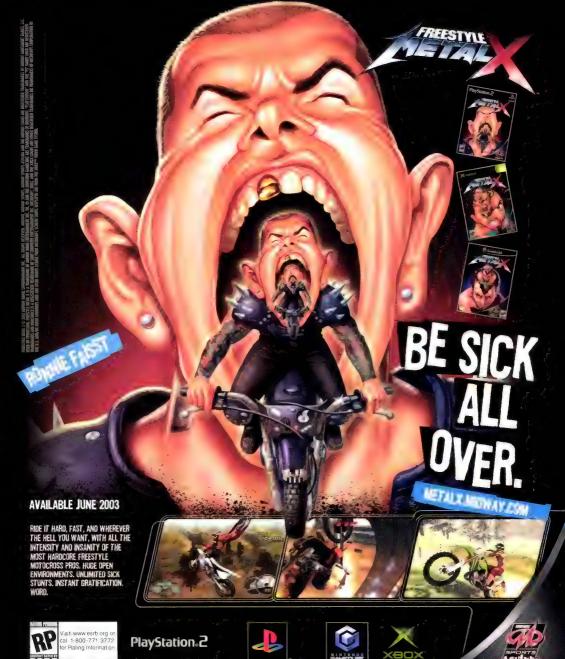


Remember that PS2 Jet Moto game Clish spoke of last month? It's been canned. A shame, since it was to be a futuristic racer set on Mars, using designs from visionaries like Syd Mead (Blade Runner).

Virtual Angels



Here's your first peek at Drew Barrymore, Cameron Diaz, and Lucy Liu in Ubi Soft's upcoming Charlie's Angels action game. Look for it this summer, right around the time Charlie's Angels: Full Throttle hits theaters.





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Illustrations by Jason Babler

Citication reform المستدرستان أصحفا بالمرافئ فتعاد فرفيت والكارون فلكم وفيات فيطار والمستورين



GAMING IS (FINALLY) BECOMING

A LEGITIMATE MEDIUM

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These schools are offering course work that treats Space Invaders like Shakespeare They're building curricula in which students are doing everything from examining the fundamentals of game design to studying gender and the politics of representation And you thought Final Fantasy X was heady

Why now? Dr. Henry Lowood, curator for history of science and technology collections at Stanford University, says school administrations are finally copping a clue to this \$11 billion culture and industry. There s a realization now that this is a legitimate medium," he says, and as this recognition increases, the need for a [gaming] curriculum increases

If gameology seems a long time coming, consider that many schools didn t offer degrees in radio, television, and film until the 1980s. Now, forward-thinking university professors are-sometimes content ouslytrying to assemble course work that satisfies not only their own intellectual curiosity but also their administrators concerns that a class about Grand Theft Auto III be more than just fun and games. "My experience is that it's difficult to maintain credibility," says Dr. Bob Appelman, clinical associate professor and coordinator of technology educations at Indiana University, Bloomington Especially when you're asking for funding

Just ask Dr Robert Nideffer, an assistant professor of studio art at the University of California, Irvine. When Nideffer first proposed a curriculum in game studies two years ago, the university responded tike he had suggested a course on masturbation An academic program of study officially Listed as focusing on gaming studies runs, I think, the strong risk of attracting people on the basis of prurient interest," the dean of the School of Soc al Sciences, William Schonfeld, wrote in response II do not think







we should send forth messages of this type if we wish to be a research university of the highest level of distinction. Undeterred, Nideffer is still fighting to get his

University, Indiana University, and other schools are exploring how such games can be used to teach their students

But where there are games,

South Korean officials took issue with the game's depiction of Japanese troops invading the country in the 1500s, they demanded the game be withtion [controversial or arcane] would distance them from total immersion. Thus, the historical data used to construct simulations seldom runs deeper than the contents of a kid's illustrated history book, such as the American Heritage Book of the Civil War-one

of Meier's main sources

While game studies is anathema to many administrators at American universities, it's on a roll in Finland, England, and Australia where Lara Croft is critiqued like the Mona Lisal, Dr. Manolya Kayaklı, a senior lecturer in comnuter science at the School of Information Technology at Charles Sturt University in Bathurst, Australia, inaugurated the country's first computer-game study course back in 2000. It's now the most popular course, he says-

and the university administration couldn't be happier

The credibility of computer games as a field of study is high as long as you mention the fact that .the income of the games industry exceeded the income of Hollywood," he says. Last year, for example, Americans spent more money (roughly \$11 billion) on videogames than on movie tickets Just like everywhere," Kavakli says, "money talks,"

Still, these are the Pong years for game education. Although several schools offer degrees in game programming and design, no school offers a degree in the study of games-like one you could get in English lit. But maybe it's only a matter of time before getting a B.A. in videogames is no longer considered B.S.

"There is a realization now that this is a legitimate medium, and as this recognition increases, the need for a [gaming] curriculum increases."

Interdisciplinary Gaming Studies program off the ground

Even games seem to be deveroping an academic bent. Take the recent spate of historically based titles for PS2, like Conflict Desert Storm and Medal of Honor Frontline For developers, creating this type of interaction is thornier than making, say, a space shootem-up. Southern Methodist

there is controversy. Some scholars believe historically based games present revisionist versions of world events. In S.d Meier's Colonization, a game about the discovery of the Americas, there's no mention of slavery. In Civilization, there's a fictional German leader but no mention of Adolf Hitler After the release of the first Age of Empires in 1997,

drawn. Rather than pull the title, Microsoft, Empires' publisher. agreed to localize the game for Korean release by removing the offending historical take

Game makers argue that their titles are simply meant to entertain and, if anything, spur players to learn more about the situations they depict. Meier believes that giving players too much informa-

REOUIRED

Making a list of the top 30 required games is an impossible task. To narrow things down, we've kept it focused on titles for home systems—PCs and consoles. Arcade games like Pac-Man, Defender, and Asteroids are extra credit—as are Nintendo classics like Super Mario 64 and The Legend of Zelda. Hey, this is a PlayStation magazine.



This vintage title (still available online) came out in 1961 when Steve "Slug" Russell and a group of fellow MIT students created it on the first minicomputer, the PDP-1. In this game, two players shoot each other's rocket ships while drifting around a black hole. The shooter was born.



TONY HAWK S PRO SKATER

If you had to pick one sports title to study, this is it-the first installation of the franchise that brought the best of offline sports into a quirky and hip virtual space. Even more than his actual skating career, this game elevated Mr. Hawk to a household name Madden who?



CIVILIZATION I

Sid Meier is gaming's George Lucas, and his Civilization series is his Star Wars. In Civilization II. the series' best, players roam the world, nurture new tribes, and then battle against other groups. Just how meticulously realistic is it? Well, you even have to contend with religious fundamentalists



The best-selling computer game of all time [now on PS2], The Sims made a game about doing dishes fun. On one level, it's the ultimate simulation, challenging you to multitask work, relationships, and hygiene. But really, it's something much more subversive: the first realistic alternate world



The guts, the gore, the glory, Doom defined the first-personshooter genre, raised the bar on ultraviolence, and set a standard for online play. Plus, its open and extensible code made it a gold mine for hackers and would-be game developers who managed to alter just about every facet of the game at some point.



GRAND THEFT AUTO Id

GTA3 tore down the walls of videogames by giving players the freedom to roam-down the back streets, along the shore, and, most notoriously, into the backseats with hookers Best of all, it didn't lose sight of its missions, which left players running gigs for the boss man.



DIABLO I AND II

Set in an alternate medieval reality, the original Diablo pitted a choice of D&D-style characters against the minions of the devilish Diablo. In the more lavishly rendered sequel. Diable inhabits the soul of the hero. Players troll through dungeons, caverns, and crypts, encountering monsters and assorted town folk.



FINAL FANTAST V

FFVII was a watershed for being the biggest and, many say, best RPG to hit PlayStation. The story follows Cloud Strife, a lone military man who joins a rebel group fighting against an evil multinational corporation. The hold, cinematic presentation eclipsed anything that came before it



It's the mid-25th century and three species of colonists-human Terrans, morphing mutant buglike Zergs, and genetically engineered Protoss-are in a battle for galactic dominance. This savagely addictive interstellar strategy game is so popular that they have parades in its honor in Korea. No joke.



META, GEARSO ID

You can't talk about action-adventure games without name-checking Metal Gear Solid on PS1, the 1998 hit that cast players as the stealthy Solid Snake. The meticulously responsive environment still imparts serious chills, and it did things with the Dual Shock that had never been felt before



REOUIRED

One sign of videogaming's burgeoning academic legitimacy is the slew of books on the subject now available. Erudite scholars of game art, culture, and industry had better unplug The Getaway and plug into the wild, woolly, and just plain weird stories behind the medium they know and love. Here's a summertime reading list:



Burnham Van

Games as art? Oh yeah. This splashy tome offers ruminations and lavish screenshots of classics, including Space Invaders, Pac-Man, and Q*Bert. A perfect coffee table book for our favorite industry.



Levy, Steven

Lew's classic first published in 1984, is the essential history of the hackers and assorted kooks who spawned the games industry we know today From the labs of MIT to the hot tubs of Northern

California, this book has it all



Herman, Leonard

The bible of every game geek, Herman's no-nonsense book chronicles a year-byyear history of the games industry from 1970-1996. It's a bit dry and slow going, but it's packed with details you won't find elsewhere.



Kushner, David

Insert shameless plug here

My book, coming out in May, is the true story of John Carmack and John Romero, co-creators of the innovative first-nerson shooters Doom and Quake



Salzman, Marc

If you're tooking to get the skinny on game design straight from the designers

of quotes and anecdotes straight from the sources.

themselves, Salzman's book is a must-have. The author nterviewed dozens of leading game designers, including Nintendo's Shigeru Miyamoto



Packer, Randall and Jordan, Ken, eds.

This indispensable collec-

tion of erudite essays chronicles how scientists, artists, and other visionaries have been chipping away at alternate digital worlds since the 19th century.



Poole, Steven

01 " Marty +1/1 1.1 .5

Poole's book takes a truly academic look at the medium of games, exploring both the psychology and the design principles behind games like Tomb Raider and Quake.



Stephenson, Neal

The adventures of Hiro Protagonist, a pizza-delivering hacker who becomes a warrior in a computer-generated domain called the Metaverse Now, as the book celebrates its 10th appiversary, games like EverQuest and The Sims are vying to bring such a place to life.



McLuhan predicted the cre-

McLuhan, Marshall

ation of the Internet and videogames back in the 1960s. Reading this classic, it's hard to imagine McLuhan without a PS2 by his TV. To wit: "A society without games is one sunk in the zombie trance of the automation."





o your I tile brother took ndependent/spec acty video-saces the tast Pop-Tart and you sensations of all time it's making want to smack him upside a couple of guys a lot of money the head with the toaster Go And it's only getting bigger Which ahead but get tion tape. You is why it's going to be a could have the start of a magical v deogame

The Ringleaders

in America's backyard

Long ago when reckless, No Fear T-shirt-wearing toughs were busting through kitchen tables made of barbed wire simply for the love of doing it, Mahr and Curtis fig ared out a simple concept for turning a profit

"It's part Jackass, it's part Playboy. It's everything a guy could ever want, all in one explosive package."

right in the scalp. They re recordng have and sending it to Rick Mahr and Houston Curtis founder - of Back and Wrestling tine backyard wrestling video tape . - n an attempt to gain noto riet, among fans of the league

What's more mind blowing is that people in 14 countries across five continents and we thought on , Americans had this kind of masoch sticlt me on their hands) are buying these tapes. It's speedi ly become one of the greatest

Back in the day, we were trading tapes, and it dawned on us we put two and two togeth er-that other people would love to see this outrageous, crazy insane wrestling action, says Mahr. All of a sudden, we relat the Backyard Wrestling videogame release party

Great friends turned business partners, Mahr and Curt's understand what got their bus ness moving along and know that it's well-repped on the PS2

What's great about the game is



that treakly apture the madne a of the video relies and which spoing on in backgards a Lacross America, Curtis says. And now you can experience that from the safety of your own home.

But newcomers to BYW ke us at OPM need a jumping off point

tis part Jackass, it's part Playboy is sys Mahr lit's everything a guy could ever want, all in one explosive package

Apparently, every guy wants a chair across the face and a pneumatically enhanced girlfriend, Interesting, Solid you're levery guy, you'll love the surprises in store from this burgeoning franchise.

We veloof the videos, and we reirun in top pay for view levery month lays. Curtis: And now, the videogame. Next will be Backyard Wrestling. The Movie.





"CALL ME STUPID"

In my attempt to do what I do best-backyard wrestle-I went to L.A. for a little throwdown set up for us by Eidos, the game's publisher Draped around this particular Pacific Palisades backyard was an audience that included many hot and . well, inflated girls (as the surrounding pictures indicate). In the ring, what I got wasn't a glass shard to the eveball or a dollar bill stapled to the cheek. What I got was an octagonal nap. courtesy of a hard-swung stop sign-although, after getting laid out by a dude named Mad Man Pondo, I didn't know the difference between the cheek staple and the stop sign for at least a concussion-woozy five minutes

Call me stupid

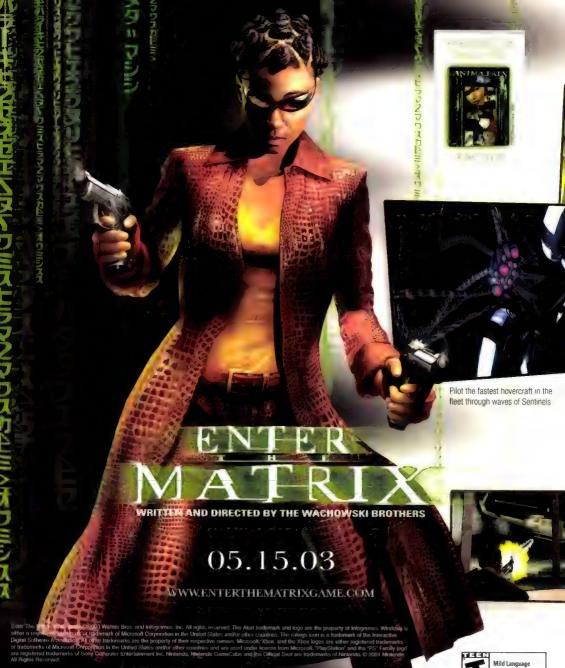
It occurred to me a bit later...the thing about backyard wrestling is that it's staged

to be bloodier and more destructive than the WME, but it's still staged. When I was thrust forehead first into a stop sign, it was as set up as when Hulk Hogan stammed Andre the Giant. Before it happened, the stop-sign-toting madman said, "I'm going to throw you off the ropes and you have to look straight haded. If you look up, you'll get out. You look down, you'll get hurt. And don't use your hand to block it, or it won't make the right sound."

So, while there are highfliers really using their rooftops as turnbuckles and giving sharp knuckle sandwiches with barbed-wire-wrapped fists, once you've hit the BYW big-time, it's not much different than being in the WWE. Except that you're uglier. And the women are slutter

-Todd Zuniga





Suggestive Themes Violence

WBIE LOGO: TM-& © Werner Bro (±03)

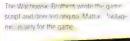




ENTER THE MATRIX.

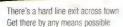


Battle alongside the original motion picture cast





n game tight seguences, were choreographed by Master Vien We Ping (The Matrix Crowning Tiger Hidden Oragon Iron Monkey) and his expert wire team





Unparalleled film collaboration with The Matrix Releaded crew, resulting in a truly authentic "Matrix" look and feet

colon, double backslash, exerute command



























You've been working with the Wachowski brothers on a friggin' Matrix game. Can you possibly top this?

I know, I know. It's been so cool. I can t see how I can top this, other than to make another Matrix game. That said, I think most people are just jealous that I got to meet Trinity!

After a period of mainly managing, you've taken a more hands-on approach for Enter the Matrix, serving as the lead designer. How did that feel?

t felt really good, but I stilt had to run the company. It's really tough wearing two hats-one minute I'm talking about controls, the next minute I'm talking about a new alarm system for the off ce Earthworm Jim was also made with what you dubbed Dynamic Design, where you came up with pame elements as you went rather than having everything pre-scripted. That seems like the antithesis of how Enter the Matrix was put together. Are the days of Dynamic Design gone?

Yes, regrettably have to say so Triked the concept of a using game that grows n the directions you're enjoying it most That said with hundreds of people working on this game it would be impossible to ust come to work each day to see what happens "That said cell phone quys can still do Dynamic Design

If you weren't making games, what would you be doing?

My studies were leading me toward being a dentist. Thank God for videogames - really wanted to be a pilot and fly Concorde, then one day a got to go in the cockpit of Concorde and i rea. ized (being 6 feet, 8 inches tall) that my hopes were dashed, as I continually bumped my head into the switches on the cockpit ceiting. So I just made games hstead and play Microsoft's Flight

Of all your games, are there any you'd like to return to and remake?

Yep I would have kated Wild 9 and would remake R/C Stant Copter exactly the way we originall, planned tipefore a lemporary publisher, who will remain namicless) started designing it for us



Of all of your games, which has been the hardest to make?

Enter the Matrix has been, in terms of learning lots of new things. After 21 years of doing this, I m amazed that a game like this can really rattle our cages It's very inspiring to realize there is still so much more out there to be accomplished and learned

Earthworm Jim: a big muscular body with a worm for a head. What was responsible for his popularity? Jim had funny moments. That's what made it appealing. It's quite amazing how few funny games there are

You've spent all of this time creating new technology and building a relationship with the Wachowskis. Would you consider putting all of this to use in another Matrix game at some point? Funny you should ask I mith niking about that right now

V









Out of the tombs.



and JD Engine in a character control take manage or the latent technology.



Stealth and hand-to-hand attacks help remove anyone in your path.



The gritty urban underbelly of Europe office whole new environments.



Player/character Kurtis Trent brings his

dy crime scene. A ritual killing. A shocking suspect. ing pursuit of good becomes the desperate flight from evil arrayed against her we've sine sincapoble of the price of the sine apainful lesson: Payara and the same painful lesson: Payara and the same payara an









EIDOS

Into heli.

PlayStation。2

TOME

TABLE

The angel of darkness

Sides logs are implementa at the Disps Strong of Compilers. At rights received, "Psychiaters" and the "PS" Family logs are mightered leadman of Stery Computer Descriptor and Family 1993 in ringillated medical effects in instances of the Industrial Conference of Stery Computer Descriptor (Industrial Conference of Stery Computer D





Altered Beast's man to beast transformations? These will be rendered with CG in the PS2 game.

ALTERED STATES

Saga resurrects revered franchises with new installments on PS2





SQUARE ENIX.



KINGDOM COMING

Square reveals bigger plans with Disney

t was a gamble, to be sure but it definitely paid off in the end. Square and Disney combining forces on Kingdom Hearts could very well have backlired, had it not lived up to expectations of either party's hardcore fans. But the game was both a critical and commercial success (wor.dwide shipments have exceeded 3 million units), ensuring that a sequel would happen eventual. Iy

But Square has bigger plans than just a follow-up to Kingdom Hearts Much bigger. Speaking in Japan recently, Square Enix president Youich Wada stated that he intends to make Kingdom Hearts one of the three pillars of the company, joining the ranks of Final

Fantasy and Dragon Warrior Which essentially means we can expect more than just one Kingdom Hearts seque, in the coming years.

tis no surprise that work on Kingdom Hearts 2 is well under way fand has been for quite a while) and that preliminary planning for part 3 has supposedly begun

Kingdom Hearts 2 already appears to be a much much darker alfair, judging from the secret leaser trailer included on Kingdom Hearts Final Mix Ian enhanced version of the U.S. release of kingdom Hearts, out in Japan! Some scenes look straight out of In. Matrix, with dark settings and sweeping camera movements. One shows a character ear movements. One shows a character

poss bt, Rik Li Arth two keyb ades fighting masses of a new breed of heartless currently dubbed Neo Shadows Another sequence shows a myster ous boy running up a building while simultaneously silicing Neo Shadows he then dramatically hands off a keyblade to a currently unknown character. It all, ends with a big bang King Mickey, umps onto the screen, deckuld out? Studarmor

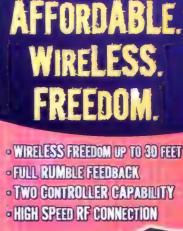
Unfortunately, we're not kely to get our hands on *Kingdom Hearts*, untit fat, 2004, but we expect Square to start revealing details on the game later this year. One thing's for sure. The *Kingdom Hearts* sagalish, usit beginning.















"No need to buy new wireless products. It's wireless with rumble! Highly responsive. Recharger built in"

CamersPress

"...no problems at all, no lag, not even a damned twitch to indicate that the controller was not plugged into the system. Simple, intelligent & incredibly effective. I can now place my PS 2 where it belongs & not have to sit so close to the TV - for the first time!"

GameZone

"This is an excellent system, a must have for PlayStation 2 owners!"





RAPHAEL vs. VOLDO

itd be Ico. He could use his stick just like Kilik



t's hard to convey just how just button-mash like I usually excited we are about Soul do whenever I'm forced to play Calibur II. We'll put it this a fighting game. I can hold my way: The entire OPM staff has been own and even win on a semiplaying the Japanese version pracregular basis tically nonstop since it arrived in the office. In fact, were it not for the designated play sessions that were ultimately established, you

Gary: I usually can't get into fighting games at all, but this one's different. I love it. Why? Because it works. Beginners like me can string together moves and hold their own (if they pick the right characters) against fighting gurus. like Sam and John.

Bob (senior art director): The thing l love about it is the fact that you don't have to memorize 15-hit combos to kick someone's butt. I don't want to embarrass anyone, but the first time I picked up the game, I had Nightmare give a hurtin' to a certain smarmy editor.

Favorite Fighters

Sam: My thumb hurts from playing Soul Calibur II has taken over the OPM offices. Why fight it? so much, and yet I'll still take on

can thrust and pany his way to victory.

weapons, but get him in close and he can just pound away.

John: A good Heihachi player should be feared. To work, he has to get within the reach of his opponent; then, he's so tough to block. it's devastating...but incredibly difficult to pull off. Personally, I can't get into his rhythm at all, I'm not good with the big guys, either. Bob and Todd play with Nightmare, and you only need to know a few moves. You basically spend all your time hulking that gigantic demon chopper around. Mitsurugi's my man. I'll take anyone on..

Joe: ... and LOSE. Aw, crap, I'm fired, aren't I? I'll just go ahead and pack up my desk. And Sam, stop calling Raphael a pansy Frenchman, I'm sorry that his nimble speed means he always dodges that big stick of yours. It must be terribly frustrating.





Gary: Speaking of button-mashing and quick characters, Talim's my girl. She's fast and easy-my dream date. I love to hop around and then get in close, stringing together a flurry of flashy maneuvers that are tough to dodge. I also dig Voldo. I'm not very good with him, but his creep-out factor is off the charts.

seems after each time I beat John using Nightmare, I have to listen to how he's a cheap character and you only need to know a couple of moves. Nightmare does pack quite a wallop, but you need to show restraint when using him. I can't sit there and mash buttons to see results.

Reb: Oh boy, here we go again! It

John: But that's what you do. Bob: I have to time each move per-

fectly. If I miss a strike, it takes forever for his slow ass to get regrouped. By then, some of the faster characters skewer me like a hog.

so the game can't get old. Chris: The game just feets so right that I actually feel like I can do something in it-not

probably wouldn't be reading this

issue right now. (You think we're kidding? We're not!)

Joe: I'm starting to think we need

going to play it, but then I walk by

Sam's cube just as someone's fin-

ishing a game and, well, it's a sim-

ple matter of common courtesy to

John: The game has now officially

been moved from Sam's cube to

my office so we can control when

people play. Oh, who am I kidding?

It's in here so I can indulge myself when no one's watching. Todd: I'm just so, so proud of the non-competitive RPG-gamers in the office finally realizing that games are for two-players! As a sports-garning addict, I think this game is brilliant. Sports and Soul Calibur are all about adjustments.

step in to take on the winner.

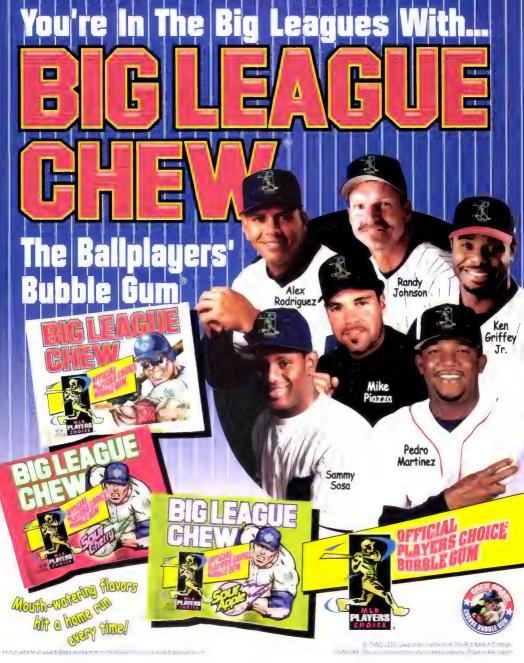
Why We Love It

to lock this game up. I keep

promising myself that I'm not

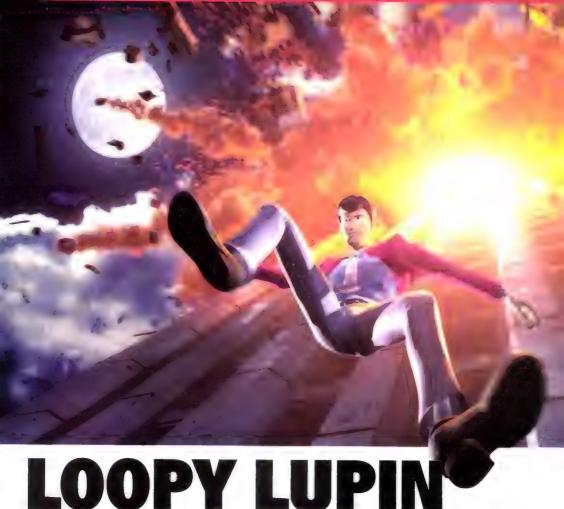








रवार पर विकास में भी भी भी के स्वास्त्र Landson Remark Confliction and Million Research



One of Japan's biggest anime stars will soon leap onto a PS2 near you

Lave Debonair A cunrecent addition to Cartoon ning thief, master of dis-Network's Adult Swim lineup, a guise, international spy.

mercenary, prankster, warmhearted friend, cold-blooded killer And a real ladies man

We can only be talking about Lupin the 3rd

A legend since his Japanese debut in 1967, Lupin is finally infiltrating our shores, thanks to his

DVD series from Pioneer Entertainment, and a reprinting of the original Lupin manga (translated, natch), courtesy of Tokyopop As you'd expect, a PS2 game

(to be published by Bandarl is soon to follow Already out in Japan the game was eagerly snapped up by hardcore Lupin fans. And why not?

From what we ve played of the import version cupin the 3rd is a ghthearted styush mix of Meta Gear sneak-em-up action with wacky, noggin-busting puzztes in true Lupin tash on disquises play a major role our hero stips into and out of different roles in order help him natithe big treasures.

What's more, you can control two of Lupin's beloved sidekicks sublimely skilled swordsman Goemon and master marksman Jigen Other Lupin favorites show up, too-including Lupin's archnemesis, Inspector Zenigata

Fans of the anime will be glad to hear that the game features a few exclusive movie clips with voice overs by the actors from the

TV show. In fact, the game is based around the Lupin of the anime series rather than the much darker original manga. The violence in the game is muted and cartoony instead of explicit and deadly, like you disee in the Tokyopop books

Look for Lupin the 3rd to steal his way onto a PS2 near you sometime this fall

DEC VOU ENUMY











MOST WANTED Getting to know Lupin the 3rd

Curious about Lupin the 3rd but don't know where to start? Here's what we recom mend for Lupin newbies

fivou wanna get to know Lupin Sear ier

darker side then pick up Tokyopopis seria. ized manga 1.5' be warned. They reidel nitely intended for mature aud ences. thanks to the abun In his younger days, Lupin was an amoral, woman zing ant hero He was also quite funny, due to his wry wit and bumb ing ten dencies that helped round out his harder edges. The distinctive art style is unlike most manga you'll see today it's almost European in Iee, with a bit of Sergio Aragones tossed in It takes a few chapters to havy warm up to Lupin, but by the sec-

ling you . be nocked

nes For into on the DVD









Sharper (also title out lighted



SmackDown! This Fall

THQ is working on the next PS2 SmackDown! game for release this fall. Expect tots of new wrestlers this year

THE VATORDOC

VS. REALITY

St. Louis county has an interesting perspective on the First Amendment: Sure, it's nice, but videogames are simply too dangerous to be protected by it.

That's the gist of the argument Associate County Counsel Michael Shuman of St. Louis made in March, in front



lowa State University, who has linked violence in games with real-life behavior Shuman was asked whether Anderson's conclusions were theoretical. "The government shouldn't have to wait to develop a record of harm," he said "White the First Amendment is important, the county can't wait for scientists to provide evidence." Translation: If the government

thinks speech is harmful, it should be able to curtail it. Think about what that means for a moment, it means that the government of St. Louis county is saying that its perception of potential danger supercedes your freedom to read or play as you choose. In its way, this is a revolutionary way of interpreting the Constitution; typically speaking, it's understood that speech is untrammeted by governmental intervention.

I asked Deanne Maynard, who is representing the Interactive Digital Software Association (IDSA) in the case, if St. Louis had gotten things reversed. "There must be evidence of material harm," she told me. "[Shuman] basically conceded that they have no proof. If the government is going to start separating out speech based on content, you have to have compelling evidence that there needs to be a reason to do it."

The catch here (and there's always a catch) is that currently in St. Louis, videogames are not, according to the court, under the protection of the First Amendment, thanks to a 2002 ruling from Judge Stephen N. Limbaugh, who deemed the medium void of protection after watching a prosecution-prepared tape of violent scenes from Mortal Kombat and Resident Evil (Limbaugh couldn't even manage to name the games correctly in his ruling). For the appeal, the IDSA has submitted less salacious material into evidence, including scripts for games like Syphon Filter 2. "The scripts read like novels and are fully capable of showing the amount of speech and story line that exists in today's videogames," said Maynard.

A ruling should be out later this year. Hopefully it'll say that videogames are, in fact, protected by the First Amendment. And that the First Amendment itself is protected from local governments who think their perception is more important than your freedom.

Simil-John Scalzi your thoughts at jointfluents come

MARKETING JOB

Italian Job director chats about the new movie and game

his month, the new .ta an Job movie starring Mark Wahlberg Ed Norton and Charlize Theron hits theaters. This summer Eidos will de verirs PS2 game based on the movie CPM took a moment to sit down with 17, an ab director F. Gary Gray The Negatiator Friday to chat about his work on the film and to get his thoughts on the upcoming game



Not at all It's an homage to the origina. The only similarities are the Min's the gold heist, and the traffic, am. We. wanted to leave the onginal infact it's a classic

Have you played the new PS2 game?

Chave I Brink it's great those games and I think they did a great ob with it. What was amazing to me was how they took what we did in the move and replicated tin such a short time The game definitely embodies the spir



it of the move. I played the original PS1 game, too, and fans of that will

Directors have said games inspire the way they film certain sequences. Have games done that for you?

You know what they have When you're playing these games, you have access to different worlds, visually, than I you were just dreaming it up off the top of your head. Especially with car games. you get to see how dynamic a

sequence can work by playing I play a



lot of games and say. Wow, this would look great on film!

What do you usually play?

I like Gran Turismo. I'm a sports guy-1 like NBA Live and I love Madden And of course, vice City When I'm not busy working, I ll. Invite 10 guys to the house and have huge Madden tournaments

Think you'll ever work on a game? As a matter of fact, I'm writing a script that has alv deogame idea that goes along with it

DREAM CAST

ing?], but the sequel boasts a far better narrative—one that clearly received much more attention from the development team. It's the perfect videogame move just waiting to be made. But who would star in the film? The answers lie below.

Got any ideas for a Pream Cast of your own for another game? Send them to us at opmilization s or with the subject DREAM CAST



Dingo: Ben Affleck Though he direquire a tan Affreck is the perfect Dingo He's got the square law and his acting stinks ust like Dingo in the game!



Nohman: Bob Hope A picture's worth a thosand words-and this one al, but proves the adage Bob Hope can be a creepy man if he wants to be



Ken: Jennifer Love Hewitt Jen's got the long neck and flowing hair Plus who bet teriot, a suit requiring breasts to be squeezed between metall, amps?



Lloyd: Lobot gnmay cream Pinhead from He raiser but Lobot from Empire Strikes Back nomes cheaper these days



Jehuty: Voltron This one sia no brainer, though the difficult part might be tracking down al. five separate L on ships that make up Voltron



Viola: Brigitte Nielsen Niecsen is the ultimate sultry bitch Plus, she dibe fab for the Euro market, where her latest dance track is tearing up the charts!



Leo: Frankie Miniz He may have gotten a little older, but Leo is still an annoying brat just begging to be punched in the face Just like Frankie Muniz



Anubis: Anubis Though it might be hard to sign up the Egyptian guardian of the dead ZOE's mech is based on, we're confident it can be done





ONLY IN JAPAN





BOBO GAGGLEFES

We're in love with a superhero. His name is Bobobobo Bobobo. He's big, strong, and stylish (check out that blonde 'fro and the snazzy sunglasses) and fights for all that's good and right in the world. With his nose hair. Taken from a spoof Japanese comic, Bobobobo Bobobo Thereafter Bobobol is a man in the year 300X fighting the evil bald Emperor Tull Tutting the Fourth's head-shaving hair-hunter squadrons. He's no ordinary man, of course, thanks to his complete mastery of the Nostril Hair Ultra First martial arts technique. Boot Bobobo's game up, and it assaults you with weirdness. From the wild full-on intro theme to the modcap enemies and quick transition cuts, this game is utterly crazy. Most of it is based around the Gaggle Gauge (hence the name). Flicking Bobobo's nostril hair in time with the beat of the music to vanquish baddies slowly fills up the gauge, resulting in more and more random insanity. Hudson, developer of the game, sums it up best: "The joy of whipping nostril hairs through the air provides an entirely new sensation in the action-game genre!" Throw in flamboyant visuals and a rockin' soundtrack of full-length J-Pop-like songs





with nonsensical lyrics, and you've got a game good enough to have you "clutching your gut.

It's enough to make you wish someone brought the whole Bobobo franchise over from Japan. Can you imagine the craze this might spark? Look, it's not much to ask. If Pokémon could make it big here, if Dragon Ball Z could make it big here, if Yu-Gi-freaking-Dh could make It big here...surely you can all find room in your hearts for Bobobo. Well, we sure as heck have.

OTHER HAIRY ATTACKS

As if a guy who uses his nose hair wasn't enough-check out a few even weirder attacks. OK, maybe not weirder

Stretch Panic: Grab big breasts. Pull big breasts. Let go and watch big breasts slap enemy in face.

Boogerman: Perfect for 13-year-olds, given how adept they are with flatulence, spitballs, and flicking boogers.

Shadow Hearts: There is a very naughty monster in Shadow Hearts. Very naughty This monster...he attacks people with his penis. Bad monster. Very bad



GO FISH

Space Fishermen comes to America...

On our demoid scrat least in an unprecedented move. Sony has planed one of its obscure vipanese games. Space Fishermen IOnly in Japan Issue #611 on in .. month . DvD Why? To give u.S. gamers a chance to play this absolute . bizarre ye. extreme , fun-game that they dinormally never get to play. The like thood of ipare Fishering never being released here is extremely sum, so make sure your nelyour ine a few times while you can The entire game's essentially on there though you're given a 15-minute limit (they couldn't give you the whole thing for free lafter at 1)



JAPAN UPDATE

When we started our Only in Japan column way back in Issue #49, we rever thought you of the featured games would ever make it to our shores. Find, thing is a few have been picked up by local publishers, while others are being into dered like leleven been told. that the tolks at E dos regularly scout this column for ideas for their Fresh Games label With that in mind here's a roundup of column tavor tes, along with their current status. Who knows? Maybe well be seeing more of these wark, it es here someda, soon

	The Game	What is it?	Coming to the U.S.?	Why?
	Ka Sony CEI	As a mosquito, you get to buzz around and take bites out of the harried Yamada family.	Indeed. Mister Mosquito was one of the first titles under Eidos' Fresh Games label.	Who wouldn't want to sneak up on a beautiful bathing daughter and nibble at her breast?
	Yamanote Line Their	The name says it all. It's	Manage of the state of the stat	Train simulators are a
A	Sony ŒI	An orchestra-conduct- ing game, complete with a goofy onscreen maestro.	Yep. It was picked up by Eidos' Fresh Games label and retitled Mad Maestro!	Music games have a small but devoted following. This one offers a fresh take on the genre.
	Roemmania *283	Mass with the life of	Doubtful—especially Oreamcast game.	How would you market
	Aku Daikan Global A	Still smarting about that tax return? Try being the evil, oppres- sive taxman instead!	No way! But laying traps to thwart the peasants sounds like a pretty good time to us.	An evil medieval tax- man just isn't the kind of antihero that plays well here in America.
2	My Summer 2 Se	Spend the summer at	Met a cheece.	Sunbathing: a fine (if
	Combat Queen Tarto	A basic shooter featur- ing gratuitous FMV scenes of scantily clad Japanese females.	No.	Here in the States, we like our porno good and hardcore. No need for this silly shooter stuff.
	Lourider	Mou know these ridicu-	Yep. Jaleco is bringing	Truth he told, we're
	Taiko no Tatsujin Namco	Bang on a plastic taiko drum with a meaty plastic stick in time to the music.	We wish! We've got an import copy, and we LOVE it. It's the funnest music game ever.	Why not! Someone, please, bring Master of the Drum (the translat- ed name) to the States!
ACC.	Care Mehimer	Mabjoog definitely isn't	Mell, mahjong is about	What? We just told you
	I Am Small Victor Interactive	Play as a tiny worka- holic alien forced to do house chores and fight evil gremtins.	As likely as seeing a sequel to My Giant. (He's big, he's little—hilarity ensues!)	Little alien helpers are cool and all, but being forced to take out the trash in a game isn't,
N The second	Love Mine Correcus.	Young Keitaro bumbles oy of errors.	Presibly—but prebably concept, well	all those lewd situa-

HOT IN JAPAN Sony has released a new PS2 model that supports DVD-Rs and progressive-scan DVD playback It's also 30 percent quieter Let's hope it comes here soon!

Clish MacLaver's

All the muck that's fit to rake

Last month, I told you fatcher & Clank 2 was coming, and whate-icnew? This month, we have fire acreens and info on the game, direct from the boys at theomniac. Do I rock or what? By the time you read this, I'll be at E3 digging up even more juicy woulf for y

HALO KILLER?

The game from SCF1

Zono. Personally, I thought Kin sounded much cooler. The game is being developed by a team called Lost Boys Games in Amsterdam. as I have will remember that Dutch



me, it rocked.

RAYMAN 4

Hopefully, the Rayman franchise

SECOND SIGHT

Free Radical, the guys who devel-open the TimeSplitters games for Eidos, are currently hard at work Activision called Second Sight. Not many details yet, but in a break from form, this game is a third-

RETURN, AGAIN
Deadly Alliance could well have
been the final chapter, but thanks
to zillions of you buying copies,
Mortal Kombel is here to stay. The next game, which if called Mortal Kombat: Deadly Alliance 2 would be extremely confusing (because it would be something like Hartal Kombat F Deadly Alliance F A name even more ridiculous than Rambo 2: First Blood Part 3), should be out in 2004, we hear Espect even more crazy features in the "Krypt" and, most important, an online mode. MK could be the first 3D fighter to make the move online. Let's hope so. I loved Deadly Alliance and wish them the very best of luck in keeping the thing alive

E-MAIL ME!

Got some good gaming gossip? If you hear anything juicy or get your hands on some cool

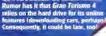
screens or pictures, send me an e-mail at the following address: lish maclaver@ziffdavis.com



SONY'S HARD DRIVE DELAYED MORE Who can remember when it was originally supposed to come out anymore? I know I can't. Apparently, it's now probably as late as March 2004 before we'll see it.



GTA APPECTED BY HARD DRIVE





SCEE GOING ONLINE CRAZY Computer Entertainment Europe is said orking on Selping Wars Online, G-Police per that?) Online, and WipeOut Online.

NAMCO TO SHOW RIDGE RACER 6 Teams that have worked on previous Ridge

Racers and Moto GPs are currently hard at work on a new Ridge Racer, which should be out this year.





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SOUND STATION

Wanna geek out with some quality videogame soundtracks? Try these five!

Breath of Fire: **Dragon Quarter**

Hitoshi Sakımoto. composer of the excellent Tactics and Vagrant Story soundtracks,



delivers yet another epic score Featuring his signature lush style, Dragon Quarter delivers a healthy selection of rousing orchestrated meindies and fast-paced battle themes Sakimoto also shows his range by masterfully ntegrating songs with synthesized drumbeats and samples. Rarely are there dult moments in any of the 48 tracks that make up this two-CD set It's a surprisingly brilliant score for a surprisingly brilliant game

Final Score: @@@@@

Time & Space

Although this technically isn't a soundtrack

[itsa Yasuno Mitsuda tribute album with remixes of sonas from



Chrono Trigger, Xenogears, and Chrono Cross), it still deserves to be included here. Why? Because a lot of the songs on this disc have never received a real orchestral or arranged treatment by Mitsuda Plus, this album is done so professionally, you could easily mistake it for something from Mitsuda himself Although some soons can be a tad heavy on guitar, most of the album is absolutely mesmerizing. A must own for Mitsuda fans

Final Score: ⊕⊕⊕⊕

Rygar: The Legendary Adventure

Performed by the Moscow Symphony Orchestra Rygar is hands down one of the



preatest probestrated soundtracks ever created for a game Tracks on this CD rival even some of Hollywood's finest, and could rightly be compared with such epic scores as Maurice Jarre's Lawrence of Arabia or Hans Zimmer's Gladiator The only drawback? The tracks were kept short so they could loop in the game-a fact made painfulty obvious when listening to them on CD. Just when one starts to get really good. you re already on to the next Final Score: ****

Xenosaga

Call us picky, but we expect more from

Yasunori Mitsuda While this one is solid enough to suit the game, if



doesn't live up to Mitsuda's other masterpieces, like Chrono Cross and Xenogears-and it certainly doesn't hold up on repeat listenings. Aside from a few memorable tracks, the rest s pretty standard fare. The biggest problem? The music either shouts at you or whispers, but there's not enough in between Hargcore Mitsuda fans will still want to pick this one up, but be warned. There's only about one CD's worth of music spread over two discs Final Score: **

Zone of the Enders: Anubis

Though it's not quite as good as the score for the original ZOE, Anubis Ithat's 2nd



you and mel still impresses with its simple, subtle, but sweeping metodic snippets laid over hard-driving techno beats At its best, it's the kind of music you can chill out to when you're in the mood for something broady yet lively. At its worst, you ve got some quirky crossover tracks that can get grating. Those annoying moments are limited, thoughand with 22 tracks, you can easily skip over them and still get your money's worth Final Score: ★★★●

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haux TV Ind C 2011 15. EANJA Pingrum C 2011 200 BANDA, habe and sall easys their firm names open definitive kereases, drawings and other magne-matices in this List are thin exhibit received. Blanda is used under idense by Sunda America, in tigritizated Americanes.



DVD REVIEWS By John Scalzi



CATCH ME IF YOU CAN

The true story of a real fake

Catch Me if You Can is the most fun Spielberg film since at least the last Indiana Jones flick, possibly because of the subject matter: An enterprising young man fakes being a doctor, airline pilot, and other professions while passing off millions in bad checks, mostly because he can. This is not to say Spielberg has a heretofore unknown past as a teenage check-kiter, but one of the more memorable stories from Spielberg's youth is that he once snuck into the 20th Century Fox studio lot and passed himself off as someone who was supposed to be there. In other words, he's someone who definitely understands the value of seeing how much you can get

But for all findun (in great part size to Leanarde

DiCaprio, who is effortiessly guileless), it also makes a point of the deep loneliness felt by someone who becomes everyone but himself.

DiCaprio's faker is contrasted by Tom Hanks' straight-up FBI ent who trails the young can man but ends up as his confldant, to some degree. The dynamic between the two is a simple, true representation of the difference between wanting to be something and actually being something. It's fun, with a twist. The DVD comes without a commentary track (Spielberg's usual thing) but features a number of documentaries and interviews, including one with Frank Abagnate, the real-life character who pulled off all this stuff as a teen. Movie Score: *** DVD Extras Score: COM

UPCOMING DVD RELEASES

May 6, 2003 Catch Me if You Can Clear and Present Danger; SE The Hunt for Red October: SE Patriot Games: SE

May 13, 2003 Analyze That Comedian Father of the Bride The Hot Chick The In-Laws 20,000 Leagues Under the Sea

May 20, 2003 Adaptation: Superbit Antwone Fisher Charlie's Angels: Season 1 Cheers: Season 1 Children of Dune Dark Angel: Season 1 Frasier: Season 1 Star Trek: Nemesis 25th Hour The Unforgiven (1960)

May 27, 2003 Good Burger A Guy Thing National Security The Planist The Recruit

ADAPTATION

(Nicolas Cage, Meryl Streep) Every writer eventually writes a pie e in what it's like to have writer's block litrustime on this!. but screenwr ter Char, e Kaufmann s unusual in that his version is actually worth knowing about Kaulmann took on the challenge of adapting a book about orchid poachers into a screenplay, and used that experience as a diving board to belly flop into a hysterical self examination Cage portrays Kautmann and his tictional, annoying twin brother. Streen is the author of the book in guestion, and Oscar winner Chris Cooper is an orchid snatcher. It's all based on rea. . fe people but none of it is about real life that's what makes it fun. Expect to swing through it a couple times before everything makes sense. This is a Superbit release, which means it supposedly offers better image quality, but that better quality takes up space nor

Movie Score: ★★★★★ DVD Extras Score: N/A

maily used by OVD good es

ANTWONE FISHER

(Derek Luke, Denzel Washington) Denzel Washington continues his mission to make all of America s he currently our best actor, but in Fisher, he proves he's a damn fine director as well Fisher is the story of an angry sailor (Derek Luke) who is pushed and prodded by his psychiatrist [Washington] into letting go of his rage. The film exists in straight-up Good Wit Hunting territory, but Washington he.ps make .t feel fresh-as does Luke, who is so good that it's hard to believe this is his first film. Funfact. The film was written by the real Antwone Fisher, based on his tife. Wild Washington pops up on a commentary track, and there are featurettes on the making of the film and the real Fisher.

Movie Score: \$60000 DVD Extras Score: **

CHARLIE'S ANGELS COMPLETE FIRST SEASON (Farrah Fawcett, Kate Jackson)

For those of us of a certain age, Chartie's Angels was the television show that said. You are a man now-remember to lock the bathroom door. IFor others, that show was Little House on the Prairie, but those guys were losers) I'm sure the individual episodes had plots. but why would you bother with that when there was such colement to be had? There was Farrah (who was hot and blondel, Jaciyn Smith who was not and brunettel, and, Jm. Kate Jackson lwho handled the exposition) A whole season of Charge's Angels in one sitting is probably too much of a good thing, but you can handle t Extras: the Angels Forever featurette.

Movie Score: ** DVD Extras Score: *

CHILDREN OF DUNE

(Alec Newman, Susan Sarandon) This TV miniseries seguel to the TV miniseries based on the novel Dune s, like its predecessor, surprisingly OK It hasn't been too cheesed up for television, and the cast (which includes Susan Sarandon, slumming with gay abandon! goes at it likes it means something. Fans of the book series will undoubtedly notice the various changes and deletions, but everyone else should have a fine time watching the nifty special effects and dropling over Itake your pick) Daniela Amavi as the treacherous Aua or Edward Attecton as the report Dupran idaho, It helps to have seen the first one, though (it's already out on DVDI No extras Movie Score: ★★★

DVD Extras Score: N/A

THE HOT CHICK

(Rob Schneider, Rachel McAdams)

Rob Schne der enters the body of a the obvious rejoinder is, doesn't he wish. The fact that this is a Rob Schneider film automatically means it's about a -- mart as a slack-jawed third grader sticking his finger into a wall socket. This switching bodies with the most popular girl in high school just makes you yearn for the wit and subtlety of The Animal Director Tom Brady adds commentary, and there are deleted scenes, a music video, and a making of feature Movie Score: ®∜

DVD Extras Score: desket THE PIANIST

(Adrien Brody, Thomas Kretschmann)



A film so shatter ngiy good, Hollywood forgave director Roman Polansk for that thing with an underage girl [Rob Schneider, take notel Polansk draws or his can experience as a Holocaust survivor Wladyslaw Szp Iman, a Jewish planist who experiences the Holocaust from a ling le jump il detached point of view Szpilman is played by Adrien Brody in a pertor mance that won him a surprising Oscar-not because he didn t deserve it, but because the smart money said he would be overlooked. Simply one of the great dramas about the Holocaust, it's as good as Schindler's List, in a very different emotional way See it. The DVD also includes the Story of Surviva," featurette, and behindthe-scenes and war footage. Movie Score: **** DVD Extras Score: 90909

STAR TREK: NEMESIS (Patrick Stewart, Brent Spiner)

No self-respecting starship captain goes through life without eventually meeting up with his evil twin. and Jean Luc is no exceptionexcept his twin is a clone, and he s kind of a Romulan, except not realy, and blah blah blah Look peo pie-Star Trex has been a festeringly rotten corpse for years now and if you need this flabby tail-endof an erall milo tel, you that

you ve been wing with your head · to k in a warp coil for too long. Two words Matrix Reloaded, Time to move on. That goes for all you commentary, and there are deleted cenes and four documentarie

Mayre Score: **7 DVD Extras Score: ***

THE RECKURY

(Al Pacino, Colin Farrell) This is a movie to watch primarily recruits, teaching them how to be Jedi-I mean, spies-while tossing out maddening guips like. I don t have answers. Only secrets. Well. thanks there. At Colin Farrel, play in the world seems to think him going to be a big star, but I have about In any case this is another of those spy films that's pretty entertaining as long as you don't demand that it make no. 1 ... over in the end. Farrel, and director Roger Donaldson provide commen tary, the DVD also includes deleted scenes and a feature on the CIA

training program Movie Score: *** DVD Extras Score: ***

25TH HOUR

(Edward Norton, Philip Seymour Hoffman)



Critics either loved or hated this Spike Lee film, which follows a mild-mannered drug pusher really, that sit-we follow Ed some really good actors go through their paces (the cast includes Barry Pepper, Brian Cox and guite a bit I say, go for the actors tures the other a 9 11 tribute Movie Score ***

DVD Extras Score: ***



ANIMANIA From Japan with love

has the sale of the little

On June 10, ABY Films brings Un Jung 19, App Found onner.

Si gen part in out in the control of the control of

Charles of the latest the latest

Wall, perhaps that's not so. All edine, il yes i samot a samoti Final land to the second time.

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Summer's beginning right works to Chicago Hay San 22 June 22 June 24 J A IN PROPERTY AND PARTY PARTY.



BY THE NUMBERS

PS2 Top 20 Sales

everal hundred hours to thoroughly beat all three. Now, that's



Ahoy, matey Put another shrimp on the barbie Blimey Skip to my loo. Yahoo Serious. Crikey Bollocks Top o' the morning to ya

Rating

传传音乐
96969

医医毒母科









Source: NPDFunworld TRSTS Service February 2003: Cavithem at 516 625 6190 for questions about this List. No games for competing crinische systems felg. Xbox: GameBubel were included Overallisate Sauer Supressions written by the PPM staff.



Yu-Gi-Oh! Forbidden	Konam
Shrek: Treasure Hunt	TDK
Mortal Kombat Trilogy	Midway
SpongeBob SquarePants	THO
Namco Museum Vol. 3	Namco
Spider-Man 2	Activision
Spyro: Year of the Drag	on Sony
Gran Turismo 2	Sony
Spider-Man	Activis n
Spyro 2: Ripto's Rage!	anny

Final Fantasy X-2	Square
Dynasty Warriors 4	Koei
Star Ocean: End of Time	Enx
Soul Calibur 2	Namco
Kaido Battle	Genki
VF4: Evolution	Sega
Chaos Legion	Capcom
DBZ: Budokai	Bandar
Master of the Drum	Namco
Kaitou Sly Cooper	Sony



GTA: Vice City	Rockstar
Yu-Gi-Oh! Duelists	Konami
Conflict: Desert Storm	Gotham
All-Star Baseball 2004	Acclaim
SOCOM: U.S. Navy SEA	Ls Sony
DBZ: Budokai	Atar
LOTR: Two Towers	EA Games
The Sims	EA Games
High Heat MLB 2004	3D0
The Getaway	Sony CEA
I I w N MD ATTA ATTACAMON IN	Other transport

The Getaway (PS2)	Sony CEA
GTA: Vice City (PS2)	Rockstar
The Sims (PS2)	EA Games
Yu-Gi-Oh! Duelists (PS:	21 Konami
Devil May Cry 2 (PS2)	Capcom
Xenosaga: Episode 1 (P	52) Namco
Yu-Gi-Oh! Dice (GBA)	Konami
.hack//INFECTION (PS2	Banda
ATV Offroad 2 (PS2)	Sony CEA
DBZ: Budokai (PS2)	Atan

Get This Off Your Chest

a list of celebrities only by their, er, chests. With that in mind, here's our PlayStation-ified version of that game.



C Ken |ZOE 2|, D Lara Croft; E Hulk (Hulk) Answers: A Taki ISoul Calibur 2], B LeBlanc [FFX-2],

There Is No Spoon

to be made from the Matrix license







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PREVIEWS

THIS ISSUE

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- Arc the Lad: Twilight of the Spirit Baldur's Gate: Dark Alliance II
- Batman Rise of Sin Tzu
- 69 68 Bionicle Black 9
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- Downhill Domination
- Dungeons & Dragons Heroes Dynasty Tactics
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- 69 Wrath Unleashed



We dare you to play all 61 of these games!

RATCHET & CLANK GOING COMMANDO

Suit up for another blast

Here again? So soon? Hey, we're not complaining. After all we adored Insomniac's first PS2 effort, and now Ratchet's back, powered up and ready to rip the universe a new one. At first glance, you might think Going Commando is just more of the same and you dibe partly correct. Fundamentally, this is a very similar plat form adventure to the one we played late last year. But Insomn ac souped up just about everything from the weapons to the enemies to Ratchet himself in fact, our wisecracking hero now has a sty ish commando sult along with four possible types of armor, which'll lend the game a more dynamic damage system. On the offensive side, Ratchet's got 19 new weapons in his arsenal, and you can now upgrade them throughout the adventure

















new toys, you can hunt down a vendor who sells you gadgets and guns from the first game.







BLACK 9

With a focus on action, Black 9 begs gamers to forget about Splinter Cell's covert military ops and to indutge in conspiracy theories of the year 2000 as a seedy mercenary. The game seeps crafty, futuristic quirks—from magic-like nanotech summens to insame weaponry and some promising RPG specs (including a range of skill upgrades), att used to cottapse the Black 9 strongholds.

Publisher: Majesco Developer: Taldren Release Date: Fall





XIII

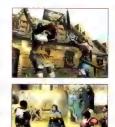
One of the coolest things we saw during our hands-on time with this stylish first-person shooter was the way it handles sniping. Call us morbid, but a series of three snapshot close-ups of the point of entry flashing across the top of the screen go a long way toward making the game feel tike the comic book it's based on. Some story elements (hints about item locations, for instance) are handled the same way. Publisher: Usi Soft Developer: Usi Soft Release Date: September

ARC THE LAD TWILIGHT OF THE SPIRITS

The Lad leaps to PS2

Two thousand years after the last conflict in Arcs world, a runed land replaces high technology and giant cities. Humans and monstrous. Demos two segregated, fearing each other. Two brothers separated at birth arc caught in the middle. One was raised as a Demos stave, while the other was raised as human crystly. In Twight of the Spirits, their worlds collide, with the fate of the land hanging in the balance. The game continues the PS1-bred Arc series with a grander story and better graphics, but features the same basic gameplay of the previous installments. Build your battle party, then say monsters in a turn-based pseudostrately-PPG6 battle system apgraded from the last game.

Publisher: sony EA Developer: (affectal Release Date: une







HE AIN'T HEAVY

How can, a numain and a, Defimos be bootners? Easy, Thair human mother got a bit frisky wil a Demos one night. Obviously, the two species aren't that different al all. Think that's a large plot point later on? You be:







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Go to Midway's website to play a Flash version of the original arcade Spy Hunter Road Kills name was changed to Highway to Hell this righted likes and they bear it fould be



SPY HUNTER 2

Midway tries to perfect a great game

As much as Midway's original reinvention of the classic Spy Hunter series kicked assilt seriously tacked one thing any sort of story. That all changes with Spy Hunter 2. As part of his latest attempt to stop the NOSTRA terrorist organization, Alec Sects (that's the spy hunter's name—who knew?! Is accompanied by a sexy new female agent who seems to perceive clothing as more of an option than a necessity More story means more cut-scenes, but we don't expect any sort of cutback on the thrill-a-m nute action that made SH2's predecessor such a blast. Although gameplay remains largely the same (which is in no way a bad thing), Alec's revamped G-8155 Interceptor can now transform into a snowmobile or an offroad vehicle through 20 missions set everywhere from southeast Asia to the Swiss Alps

Publisher: Midway Developer: Rockstar Sar Diego Release Date: Fall



Michael Brandt and Derek Haas (the

















WILLACE & GROWIT







K-1 WORLD GRAND PRO Publisher: Konam new racing game, K-1 genre of UFC and Pride.



IONICLE: THE GAME Publisher LA Lego reloper: Argen ease Date: Fai ego's popular Bionicia toy line goes from plasmentally blast through







THE SUFFERING

8 fore you slot this into the your own or up HBO and watch some Oz. White The Sentering comof with scarse, its 1990s prison setting adds a claustrophobic the that snames Resident EVI's. The game is very action of a makes no spologies for its grit. Also, signed his of execuinvolved to drop more F-bombs than DMX

er: Midway Developer: Surreal Release Date: Fal



FALLOUT: BROTHERHOOD OF STEEL

If you liked Baldur's Gate: Dark Alliance but weren't so keen on the to one DBD thispite; might we interest you in a similar game with more futuristic setting? Set in the Fallout sci-fi universe popularized and PD RPBs, Britherhood of Steel puts you in the skees one of three unique characters in what would best be described as an action-RPG. You can even team up with a friend for cooperative play. Publisher: Interplay Developer: Interplay Release Date: Fall

ONIMUSHA 3

The trilogy concludes
Enough with the rumors—OPM went to Producer King Indiane to lind cut the late of the Ommashallerie High Informed us that Unimusha + marks the end of this popular sagal well be severit which we don't be part (bur). But expect the tranchise to go out with a bang. Nebunuga Oda and his demon army are back invading not only 158, feudal Japan, but also Paris in the year 2004, You contro, both the series original samurar, Samanosuke, and a pistor wieldin Frenchman named Jacques Blanc in new fully 3D settings And with this being the series finale, Inature promises you It finally be able to and None lagorite great terror. Even with the odd premi he will onlident to miwhat we've seen that Onimusha in an beanother PSz and Even if we have to with moltaryear for it











WHAT'S THAT MEAN?

"Buraiden" combines two Japanese words: "Burai" translates to "villainy" or "outlaw" while "den" means "story.

ONIMUSHA BURAIDEN

Samurai slam masters

With Diminisha one of PS2's most popular frinchises to date it makes sense for Capcom to expand the sense is cope. Buraiden access fit is many as four players as characters from the act two On mishins in a fighting game, with such combatants as samural Samanosuse and Juber, there allies, plus a handful of Genma demons you kepar in interactive environments, where besules hacking and shashing through enemies, you can drain their soul, power and use it to perform superattacks. Working your way through single-pharer micle enables you to improve your characters airmor and weapons or to further transform your greesome Genma.

Publisher: (apcom Developer: apcom Release Date





SHOULDN'T BATMAN JUST KILL JOKER?

leff Loeb and Jim Lee answer this question in Batman *614, now on sale. No self-respecting Bat-fan will miss it.





BATMAN: RISE OF SIN TZU

It must be the necessal FSZ reasons game from Ubi Soft, but Rise of Sin Izu is by no means a sequel to Vengeance. Instead of a relatively stow paced adventure game, this one pits you as Batman, Robin, through the streets of Gotham. Beyond the new Jim Lee-created vitain in the title, Bats also takes on Claylace, Scarecrow, and Bane. Publisher: Ubi Soft Developer: Ubi Soft Montral Release Date: October



BULLEY ILVIOR

Many would suggest that there hasn't been a kart racer worth playing since Crash Team Recing, Well, Freeky Flyers probably won't live up to Naughty Dog's classic, but as a sort of kart racer in the sky, it could be the best cute racer since CTR—cute with a Teen rating, that is, Tick writer Randolph Heard and Simpsons writer Joel Cohen cowrote scripts for the 33 racers...some of which come packed with innuendo. Addition: Motors Developer: Motors International Control of the Cohen Cowrote State Cohen Cowroll of the Cohen Cowrote State Cohen Cowroll of the Cowroll of







UALDUR'S GATE: DARK ALLIANCE II

a you loved Baldur's Gate, but the huge selection of wes



weapons and monsters will make serious lans giggle with delight.

STAR OCEAN TILL THE END OF TIME

Enix's star RPG gets Squared away

Now that Square and Enix have merged, we're hoping that even more of you get turned on to the majesty of Enix's beloved but overshad owed Star Ocean franchise. End of Time takes place about 400 years. after PS1's or tically acctaimed Star Ocean. The 2nd Story, and stars the aptly named Fate Linegod in a starl spanning scill guest that's packed with cinematic extravagance. But the story and the stunning visuals aren't the only drawhere. The battle system, which melds real-time action with menu-driven strategy, is a refreshing change from the typical RPG fare. Plus, the astounding depth of the character-development setup is enough to keep gamers fiddling for months Publisher: Square: A Developer: In Ace Release Date: Eat.









FINAL FANTASY X-2

The cheesecake is selling like hotcakes

Lest you had any lingering doubts about the Girls Gone Wild direction of Final Fantasy X-2, check out these numbers. The game sold 1.2 million copies on the first day of its Japanese release and racked up another 600,000 in sales over the next nine days! Granted, this is a country where Space Fisherman is a hot game Icheck out our demo disc for more on that), but still, that's hot stuff We've been playing the import version, and it's definitely living up to our expectations. The battles are fast and fluid, the quest is as wacky as we expected, and the style is suck and sexy







BUBBLES IS BACK!

Good news: Tara Strong is returning to voice Rikku! Bad news: Hedy Burres is reprising her

OB OF THE MONITH



JAK II

The story behind the soul patch

If you finished Jak and Daxter you remember the cuiffhanger ending Our heroes opened a huge, mystering, door, but weld dnit get to see what was on the other side. Now, it can be to do it leems the door is air ft in time that unleashes evil creatures oier the land bak and Dax head through their ft and find themse ves 400 years in the future-whereupon Jax immediately gets arrested. For two years, he wastes away in a futuristic prison while the ruing power conducts experiments on him. Finally, Daxter bushs sak out, but his triend has changed. Not only is he older more ignitional and much more talkative the didn't talk at all in the first game time also has an array of bizarre powers. This is just the start of what we're expect. ing to be one of the deepest stories of any platformer

Publisher: Sony (4 Developer: No. 11. Release Date: 4















48 HOURS to avenge your past.

48 HOURS to save your life.

The time has come to meet your makers at WEAPON X.



"This is the complete package for comic enthusiasts and action fans alike."

- Game Informer



PlayStation 2



0

OWNER WHEN







ACTIVISION

activision.com

Screenists taken from Play Station 2 computer interfacence systems, Xiva2 value again systems and Nichords Guneclus*; amonphily, 12 Albert Screen Interface 2 COSI 2010 Louising Price Teach Conference and April Station (1997) and an extra of the distriction Remonstration of the distriction Remonstration of the distriction Remonstration (1997) and an exist promision, Copyright 2 COSI, 2011 (1997) and removed remonstration removed resolution returnation of the removal remonstration removal remonstration removal remonstration removal remova

PREVIEWS





TEENAGE MUTANT NINIA TURTLES

Despite their ninja ways, when it comes to videogenee, the Mutant Ninja Turtles have never really aghered to that whole "stay in shadows and attack only when seen" philosophy—and we like o that way Fortunately, constant beat-em-up action l'conbos" and alli pears to the what we can expect from the first TMNT game in ne a decade. The only bummer: Only two terrapins can play at once Publisher: Konami Developer: Konami Release Dese: Fall



BLOWOUT

* seems Contra: She crowd. With BlowOut, Majesco hopes to further Konami's solid gameplay Covid., with blowcu, majosco local covidence designer Yasushi Nira-sawa and Callaco, Man in Block) to create the badeles you blant away in a lund degrees of firing mayhem. Oodles of power-ups, heavy artifacy, wen a level editor make this a side-scroller worthy of same

Publisher: Majesco Developer: Kaos Kontrol Rolease Date: Fall

APE ESCAPE 2

As regular DPM readers have probably noticed, we've kept close tate in the eque to the of our favor te PS1 games. It seems a of oldring a has corrounded its U.S. release. First, THQ claimed to have their ghts to it, then gidn ! Next, Activision appeared to have the rights, and then didn't. For a while there it seemed no one would ante up Sony of Japan's lofty asking price - Cosh even pellu ated all month that we might never see it here!

ark y from that gs have lineary been straightened out with Ut with hall dling the publishing duties this summer So, should you be excited? We disay so. With lots of innovative gameplay this looks to be the perfect platformer for those ong summer months

Publisher. Developer: A C. Release Date: 10%







GOTCHA BOX







Average review score given to Virtua Fighter 4, according to gamerankings.com.



REMEMBER WHEN?

AMRC was a very violent arcai game. Oddiy, it had a moral: "Winners Don't Use Drugs."





VIRTUA FIGHTER EVOLUTION

The best gets better

You know our stance on Virtua Fighter 4, best fighting game ever But that might change, once Evalution enhances VF4 with seven new modes of play, new moves for classic characters, and a Tutoriai mode more intense than a Harvard exam. Add tionally, newcomers Brad Burns and Gon Hinogami add kickboxing and judo to the already comprehensive martial-arts collection. What's most impressive however, is the streamining Sega has done with its code. Load times have practically disappeared, and you can view replays one frame at a time. With graph ical improvements as well, the only reason Evolution may not claim the best fighting game' title is well. Sour Caubur Ir Isec page 46 Publisher: Sega Developer: Sega AM2 Release Date: ra









DYNASTY TACTICS 2 Publisher: Koei Developer: Koei Release Date: September

The sequel to one of the best games you've never played returns us to Three Kingdoms-era China for more of its unique brand of chesslike tactical strategy.



GOBLIN COMMANDER

Publisher: Jaleco Release Date: Fall Spearheaded by some ex-Blizzard developers who worked on StarCraft and WarCraft. this real-time strategy promises lots of straight-up action:



Publisher: EA Games/Will Int. veloper: Warthog

Release Date: Fall You control Bugs and Daffy in this tie-in to the next Looney Tunes flick. Both learn unique skills and can use all kinds of ACME gizmos.



If you played the NARC arcade game in '88, then you probably saw 48 Hours and Lethal Weapon, which influenced this stylish



WRATH UNLEASHED Publisher: LucasArts Developer: The Collective Release Date: Fall

antidrug buddy game

In the spirit of Archan and The Unholy War. Wrath Unleashed is a turn-based strategy game with some monstrous turf battles in: store



SKATE ADVENTA ioper: Toys for Bal) noe Date: Fail Who needs Tony Hawk's

Pro Skater 5? You know you'd rather skate as your favorite characters from Tarzan, Toy Story 2; and The Lion King!

PREVIEWS





DOWNHILL DOMINATION



FREEDOM: SOLDIERS OF LIBERT



SMASH! SMASH! SMASH! SMASH!

We'll admit, we've had our doubts about The Hulk But now that we've spent some time with this pseudosequel to the movie, we know it's turning into quite the pleasant surprise. As with any good beat-em-up, this game's green behemoth of an antihero plows through droves of enemy fighters with awesome power and agility Not only can the incredible one destroy literally anything in the environment-from tables to brick columns to the very floor that succumbs to his weight after a mighty leap into the air-but he can also pick up almost anything to use as a weapon...enemy humans included. And just when you've satisfied your appetite for destruction, it's time for a slow-paced stealth mission as Bruce Banner Craving more info? Just wait for next month's cover feature!





SNEAKY BANNER







SUPER STEEL AUST

\$650 mil. Approximate domestic box-office gross for the first two LOTIR movies. The trilogy's budget was \$300 million.



APOCALYPTIC GAMING

Activision's Apocalypse staming bruce Willis and debuting the Tony Hawk engine, also dealt with the Four Horsemen.

LOTR THE RETURN OF THE KING

The Two Towers was just a warm-up

Gamers craving great back-n-slash act on got the r fill in The Two Towers despite many complaints that it tacked depth and badly needed a multiplayer mode EA has a stened to its critics and promises a much grander Middle earth gaming experience in this upcoming title based on Peter Jackson's final Lord of the Rings movie. The list of playable characters expands from three to eight, including Aragorn G mli, Legolas, Gandalf, Frodo, Sam, and two secretiones. You choose your path through 12 environments, Like Minas Tirith, the Paths of the Dead, and Shelob's Lair-and you can do so with a friend fighting beside you all the way to the Cracks of Doom

Publisher: FAI ames Developer: [ARedwood shores Release Date: 'a

















FOUR HORSEMEN OF THE APOCALYPSE

3D0 may not have the greatest track record, but Four Horsemen is primed to show the company knows more than baseball. Heavy Metal. artist Simon Bisley designed characters for the game's high-concept, massively expensive, Bible-inspired setup dealing with the end of the world. Buckets of blood decorate the scenery, there's plenty of nudity... and it's actually showing signs of being the blockbuster 300 hopes for. Publisher: 300 Developer: 300 Release Date: Fall





Acclaim is slowly leaking details about its upcoming release based on the hit ABC show, but specifics on Alias remain unclear. Writers from the show are handling the story, so expect an authentic Sydney Bristow adventure set in the current "post SD-6" story line (fans of the show will understand). For gameplay, expect a suitably predictable mix of stealth and martial arts.

Publisher: Acclaim Developer: Acclaim Cheltenham Release Bate: Fall

A New Class of Monkey



Pink Monkey

Most Likely to Be a Pop Star



El Toro Most Likely to Grab the Bull by the Horns



Harley Q. Win
Most Likely to Annoy the King



BillyMost Likely to Get a Speeding Ticket



Monko Polo Most Likely to Find a Legendary Banana



Natalie Most Likely to Lase Her Wits



Marshall Most Likely to Punch the Ref



Larry
Most Likely to Step in Monkey Poo



Mr. White

Most Likely to Be an Evil Scientist



Balboa Most Likely to Live in a Meat Locker



Norman Most Likely to Drive a Humivee



Specter

Most Likely to Take Over the World









Catching Madness



Most Likely to Catch a Fever



Stephenson Most Likely to Walk the Plank



Jimmy Most Likely to Save the World



George Most Likely to Be Inquisitive



Buzz Most Likely to Be Lost in Space



Arthur Most Likely to Get Pierced



Parka Most Likely to Chill



Punto Most Likely to Sink the Gondola



Most Likely to Walk Like an Egyptian



Yellow Monkey Most Likely to Be a Pro Wrestler



Libby



Most Likely to Be a Hypnotist

300 monkeys. They're smarter. They're zanier. And they're trying to take over the world.











CROUCHING TIGER, HIDDEN DRAGON

Whaddya do when you nab the license to an Academy Award-win-blockburner—one with planty of chop-seckey excitement that's jusperfect for a videogame? If you're Ubi Soft, you wait almost three perfect for a viscourier in your conson, you want an in-wars to release a gene, thus ansuring that so one will care eigen-to-case you do care, the gaine looks pretty swell, with a nitty mix of adventure, duels, chase sequences, and all-out acrossitic brawing sker: Ubi Soft Developer: Genki Release Date: August



INDYCAR SERIES

For years, Odernasters has brought us some of PSZ's best racing simile, and now it's set to take on the Indy Racing Series, the U.S. beam of the Charlest of the Indy Racing Series, the U.S. beam of the Charlest of the Indy Racing Series, the U.S. beam of the Charlest of the Indy Racing Series and the Indy Racing Series and Indy Racing Series and Indy Racing Series and Indiana. The Indy Racing Series and Indiana. un in-game futorial on getting your last times down to the pro team.
Publisher: Codemasters Developer: Brain in a lar Release Bate: June

ENTER THE MATRIX

We've tapped in

At you may lave treating a timonth's stille, Shiny a president Dave Perry claim that file is groups proved steam has no uded ever, thing you und want in a Mair a game in Enter the Mathe were a lax cent the wholeplay it is New Trinity or Morphe, thing it we than that on the Wall wisk brothers, who wrote the gards a tory in t ibus ved ever in color feta. New that we ve had a few hears to pray a near 10 km and a save gott may that all might be the a join Willyou and pilling inview of harvigament ay here you, in clint in eye , this girl, mibiton it martial arts moves to tense en un ter with Age 1. whither the optito play through as Niobelli Ghrist At their pent driving and abording was the pivary the action and the movies. Icck dyle is a ways apparent













MONONE MAIN Nurella (b. 9/25/01 d. 10/2/01)



RISE TO HONOR

Hong Kong action on your PS2

Hard to believe but no American released videogame tall ever touted tself as a ventable Hong Kong action mover from the transport that after thriveal by incorporating one of the gent is bujgest starrivet by may have gollen his start is movies you at never he aid of like Dragon A within an Swindmining but to estin such films and in Wenpen 4 and The One have elevated his worldwide popularity to a kir Chan like proportion. For Asia Finals, the divisipe inchan liptured compar superhuman moves rendered Kit Yun the games himstylepier inthis ixenest during gomeplay and even recorded his core for the character, who trive s from Hong Kong to San Francisco to rairy out his crime lord of a possis final wish. From what affle we've seen, the resulting blend of be if ein up martial arts and humor makes to lone sweet action game. Publisher: Sony CEA Developer: Sony Foster City Release Date:









MONSTER RANCHER 4

Just a glance at these heartwarming screens is enough to make any Monster Rancher fan break out in a silly grin. The graphical update isn't the only change here, though—Monster Rancher 4 also sports two hefty new features. First, you can train multiple monsters at once (It's about time!). Second, you can head off on an adventure with your beasties after you're done training and battling with them. Next! er: Tecmo Developer: Tecmo Release Date: September





MAXIMO VS. THE ARMY OF ZIN

The original Maximo did little for us, but a number of hardcore gamers appreciated its 3D homage to the gameplay of Ghosts 'N Goblins. Well, the hero in heart-ed boxers returns this fall to take on the Army of Zin, an evil force comprised of 20 monster types. Twenty-six levels await Maximo, who'll move through six environments that each end with a colorful boss-and probably a big-breasted damsel in need of rescue. Publisher: Capcom Developer: Capcom Release Date: Fall

Before working on the Syphon Filter series. Eidetic developed Bubsy 3D.





UNLIMITED SAGA

If there was ever a game the word "hardcore" was invented for, this is it. Unlimited Saga is about as niche as you can get. The story unfolds via static (but gorgeous) hand-drawn cut-scenes, movement occurs on what resembles an elaborate board game, battles are beyond complex, and each of the seven separate but intertwining quests will run you anywhere from a dozen to 60 hours.

Publisher: Square Enix Developer: Square Enix Release Date: June



If you're lucky, your local arcade already houses this awesome update to Namco's light-gun series. If not, don't fret-it's but a half year away from release on your PS2. So, what's new in Time Crisis 3? Aside from a bright, new graphics engine, you can change your weapons lincluding a pistol, machine gun, shotgun, and grenades) on the fly, adding a whole new dynamic to the franchise's formula. Publisher: Namco Developer: Namco Release Date: Fall

SYPHON FILTER THE OMEGA STRAIN

Good-bye, Gabe...hello, online play!

Gabe Logan hates you OK, maybe hates is a strong word, but he's certainly had enough of you controlling him in the first three Syphon Filter games. Now, for the series' first PS2 game, it's time for him to control you as your commanding officer. As an agent in the Agency (that's still the best name the government can come up for it apparently), you use teamwork to thwart Chechnyan rebels who aim to sel, the Omega Strain of the Syphon Filter virus to terrorists, And the cool thing about this teamwork? You can play with three others online through all 17 missions! No Network Adaptor? Don't worry you can go at it solo. But Gabe Logan still hates you

Publisher: Sony CEA Developer: In etc. Release Date: Ed. v 2004



















Who made little Wayne's head bleed in the



SSX Tricky remains one of PS2's most beloved games its games as has transcended extreme sports and has managed to attract a line lide of gamers. With the SSX games widely regarded as having the proadent appeal of just about any release on the system, the discourse of them. is now taking bold measures to make the correct trial game at lever bigger hit. How? By incorporating gameplay mechanics pri viously similar only in Rockstar's Grand Theft Auto titles. Buh? How do -: that work? Instead of a menu system for selecting races, in 55X 3 year apping your entire time boarding down a single gigantic mountain. Throughout the environment, challenges ranging from straight races to trick contests. present themselves. Simply join in and you're ready to not onto the skillift, then slide farther down the hill to find another chavenge

Publisher: FASpo ts Big Developer: FA Canada Release Date: +







with your heat rink-rat buildles over siech you moved its Walte, here med AMA 2MA is noting on most Even between a minimary has been compand up and the several sensing the acted. This makes that when you accord a Game 7-when a crownicheurs and the announcer's gold sectled. Finally,



NHL HITZ: PRO

Why Midway has opted to have the same and th a tests, apparently). All hockey games are already arc 5 — 3 weet the over thing lifts had one the attern. We be a total black, though. The game includes full year my team, now minigames, an upgraded Franchise more Mensive and defensive strategies, and online play types



HIL 264

You hated the size as Modern challenger has cleaned up the mass, so it tooks more like account time the an A Filial episods some every lies of the hate training compounts in the light year's same—and the 1,000 plus new animations including stop-and-go jukes, gang tackles, and side-line catches. And it's all ESPN-filed for your eyebalt pleasure.



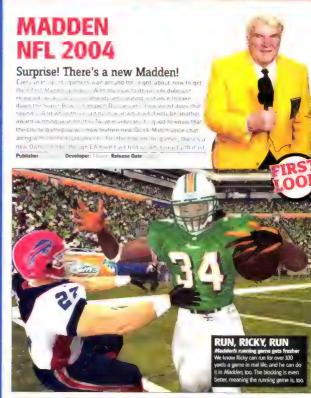
MCAA FOOTBALL 2004

We all wanted online play in NCAA Footh.
Even better, like in the new Madden, you can use a headset to chat with other players around the globs. You don't need a Network Adaptor to get something new out of this version, though—you can still enjoy the pregame tunnel celebrations, play the 20 greatest games of the past 20 years, and even see fans tear down the goalposts after an upset win.
Publisher 16 Jones Developes library Release Describe.



NFL BLITZ: PRO

In an effort to make its games more sim-oriented, Midway is turning the so it and if game. Middle? Noph. The new same amped-up running game and more attributes per player — so Randy Moss is a of better than Wayne Chrebet. The brilliant new online mode features leader boards, tourneys, and real-time weather through Intellicast.com. Put on your snowshoes for Lambaau, baby! Publisher Midway Developer Monay Release Bass (all





NBA Jam was originally a Midway franchise. Acciaim snatched up the rights and didn't give 'em back.





NBA 2K4

Is Kobe really better than A.I.? Yes.

While Acres the that result are acres entropic p(t) p(t) p(t) p(t) p(t) p(t) p(t)teb, experience a long a per con english of topil bitt make, ist in a contraction electric at Millian in the contract of the biliterate, Wilme . It to a fill this.

talibratown y wa mg a to fygo anton carp t FN lean I Ay William All William 1 of three eastfullia grown east pick, A o







NBA BALLERS

Billed as MTV's Cribs meets the NBA, Midway's new b-ball game is all about determining the NBA's best baller (psst, save your money—it's Kobel. Play 1-on-1, 1-on-2, 1-on-3, or special-rules matches. There are more than 60 NBA players and 24 NBA legends, and the Create-a-Player mode is deep. The game looks sharp, but who's really been itchin' to play ball at an NYC mansion or a Miami nightclub? sher: Midway Beveloper: Midway Release Date: October



NBA JAM 2004

No fouls, no rules, and not much reason to play this over NBA Street Vol. 2 as far as we can tell. But after a few Jam-less years [we'd rather forget NBA Jam Extreme), maybe we'll remember that elbowing down Vince Carter when he comes into the lane is reason enough to play this one. You can also access a cast of NBA legends, including Dr. J. Pistol Pete, and Witt Chamberlain. Boom-shaka-laka!

Publisher: Arriam Developer: Acclaim Austin Release Date: October



WE DIDN'T MISS MUCH

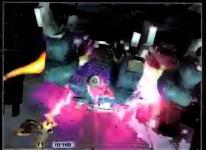
The only prior Transformers console game was





THE TRANSFORMERS |

The screens above may after more than meets the eye, but that doesn't mean your eyes deceive you. Yes, that is Starscream pointing a transformed Megatron at an Autobot primed to feel their Deceptionian wrath. This game deals with generation-one Transformers continuity-none of this Armada or Beast Wars crap-and will likely offer the best Transformers animation of any sort, ever. Let's just hope it comes here. Publisher: Takara Developer: Winky Soft/Takara Release Date: TBA (Japan)



R-TYPE FINAL (**)



As we reported last month, R-Type Final is indeed the final episode in: the acclaimed shooter series. "We're saying this will be the last R-Type because we won't do another shooter with the R-Type name," says Producer Kazuma Kujo. "In other words, it'd be physically impossible for us to make a better R-Type game than Final, Of course, now we have to just make sure the game really is that good." Publisher: Irem Developer: Irem Release Date: July (Japan)

FATAL FRAME 2

Fear has a new dress

The Sitent Hill series is scary, sure, but in a completely bizarre, Jacob's Ladder kind of way. And the Resident Evils have their share of creepy moments, but they re much more action-oriented - even campy at times. Never has a game truly terrified us more than Fata. Frame With its classic haunted house theme, the game proved itself a harrowing experience to anyone willing to turn off the lights turn up the sound, play alone, and surrender to the story

Come la , you li get a chance to double your trouble in the sequel Starring lwins Mio and Mayu (who appear to have a very, er. special relationship! Fatal Frame 2 should address some of the difficulty and balancing issues that hurt the original. We hope the characters don't detract too much from the atmosphere

Publisher, L. no Developer: Trans Release Date: let









is distalate. The Argent of State ner has been pushed back at We've stopped caring about when it will actually come out.



SILENT HILL 3

Better combat and improved puzzles

After playing a nearly complete version of Sitent Hill, 3, we know two things really set this installment apart from its predecessors. First, an ever-so-slightly rejiggered combat engine allows for effective strafing around opponents, which makes the close quarter lights more interesting than those in the previous installment. This is a very good thing, considering the variety of weapons provided Besides the usual shotgun, revolver, knife, and lead pipe, a nifty new katanaly elds a great crunching sound when it hits the innerds of the various monstrosit es littering the game's grimy settings. Second the truly excellent puzzles are the series best by far. They fit extremely well into the game's flow and are considerably more logca, than those in earl er Sitent Hilts

Publisher: Konam | Developer: Konami | Release Date: Aus, int





COMING SOON

The latest on what's coming out and when. (Just remember that no release date is ever final!)

hack//MUTATION	Bandai	Pseudo-MMORPG, part 2
Erner the Marrin	Atari	Take the red pill
Evil Dead A Fistful of Boomstick	THQ	Slaughter the Deadites
Finding Nemo	(THQ)	Disney/Pixar-type action
The Hulk	Black Label	Hulk smash!
Indiana jones: Emperor's Tomb		Archaeology
Magic Pengel The Quest for Color		We still prefer "Color Quest
Mission: Impossible-Op. Surma	Atari	Spy game
Pro Bass Challenge	Natsume	At lastmore fishing
Return to Castle Wolfenstein	Activision	First-person shooter
RTK: Red Rock	JucasArts	Save a Martian colony
Smash Cars	Metro3D	R/C racing done right
Speed Kings	Acclaim	Street biking

MIN. NEW PARK	COUCHAPETO	Apprec in Print Unit Concess
Smash Cars	Metro3D	R/C racing done right
Speed Kings	Acclaim	Street biking
JUNE		
Ark the Lad: Twilight of Spirits	Sony CEA	An Arc RPG for just 40 buch
Big Mutha Truckers	Empire	Who gives a truck?
Charlie's Angels	Ubi Soft	Play with Cameron Diaz
Dungeons & Dragons: Heroes	Atan	Four-player D&D
F1 Career Challenge	EA Sports	FL goes yeariess
Freestyle Metalk	Midway	"Tony Hawk" meets "MX"
IndyCar Series	Codemasters	IndyCartracing
Mare Griffin Bounty Hunter	Black Label	First-person shooter
Reel Fishing III	Natsume	It's real reel fun (maybe)
Space Channel 5	Agetec	Ulala! Finally!
SRS: Street Racing Syndicate	300	Race for babes
Summer Heat Beach Volleyball	Acclaim	Beach v-ball hits PS2
Sit Superstar	Acclaim	The motocross lifestyle
Wakeboarding Unleashed	Activision	Wakeboarding
The X-Files: Resist or Serve	Siena	Survival homoi





IULY	
Ape Escape 2	
Downhill Domination	5
Dragon's Lair 3D	
Freaky Fivers	
Fugicive Hunter	_ 1
The Great Escape	•
NCAA GameBreaker 2004	- 5
NCA# Football 2004	E
Silem Line Armored Core	
Space Channel 5 Part 2	- 1
Splashdown 2	
Unlimited Saga	- 5

t	Monkey catching returns
EA	Mountain biking
	You can control Dirk now
f.	Aerial kart-racing
mes	Fugitive hunting
	Steve McQueen escapes again
A	Can 989 recover its fumbles:
15	Now online
	aka Armored Core 3
	Ulala's encore boogie
	More great racing (and water)

×	FUTURE RELEASES	
٦	hack/ OUTBREAK	В
ı	hack//OUARANTINE	В
ĸ	Final famasy #-2	
1	Freedom Soldiers for Liber	ty E
ı	Gladitus	L
ı	Humer The Reckoning-Wayw	rand
ď	Jacked	3
4	The List	C
4	MTV's Celebrity Deathmatch	G
	Pitfall Harry	A
	Risk	le
п	Soul Calibur II	N

Pseudo-MMORPG Part
Yep—another one
x Babe alicious RPG
Squad combat, comrad
Strategic gladiating
Hadk-n-stash
Scratch your road rash
Go to hell
Destroy Carrot Top!

Star Ocean: Till the End of Time End True Crime: Streets of L.A. Acti An RPG you'll play for that long tight crime in Los Angeles

RIEND OR FOF

Think the next SOCOM will be nothing more

Think the next SOCOM will be nothing more than an expansion pack? Think again.

by Joe Rybicki photos from Corbis/Outline

(90) Official U.S. Pr



INTELLIGENCE REPORT

By now, we're wandering into the turf controlled by Mike Gutmann, the senior software engineer and the guy responsible for programming computer-controlled behavior. "One of the keys to showing the depth of behaviors enemies have," says Gutmann, "is using more animation, more voice. Now, whenever two or three A.I. characters get close enough, and they haven't talked to each other in a white, they might form a group and have a conversation about themselves. So you can expect a lot more group interactivity in terms of ambienceand also when they're attacking you. They'll work in groups better."

Uh oh. "Also, when you're shooting at them, they're not going to want to stand still," Gutmann continues. "If they're getting shot at, they'll head for cover pretty quickly. They're definitely more aware of the power of bushes now."

"We have a new way to handle transparency for things like bushes and trees," says Brian Soderberg, Zipper's chief techni-

cal officer. "So there's quite a bit more vegetation, That means better places to hide."

And your enemies will use whatever cover they can find. "They actually anticipate when need to Sears chimes in, "and just before they need to reload, they start moving toward cover, reloading on the way. It totally changes the way A.I. handles combat."

"We looked at a lot of the things that happened in multiplay-

er," Gutmann says. "That's a great tool, because that's the kind of thing that people want to see in terms of the way A.l. characters behave. But definitely the biggest thing is conveying to the player what the A.l. characters are doing."

COMMAND DECISION

What are the A.i. characters doing? The short answer: a whole damn lot more than in the first game.

"We're doing a lot more ambient animation with our enemies," Sears tells us. "We want to make the world even more believable by giving the enemies things to do. We don't want the Terrorists to be nearly as generic as they were in the first game, so there's going to be a lot more background, a lot more story—more personality. So you'll get to know the people you're about to shoot."

This improved intelligence and expanded background aren't just limited to enemies, either. Your own allies will enjoy the same improvements. Guess what that means?

"Boomer has retired. He's moved on to greater things," Gutmann says with a grin. ("He's a security guard at the mall," mutters Zipper President Jim Bosler.) "The guy taking his place will do a much better job in that capacity."

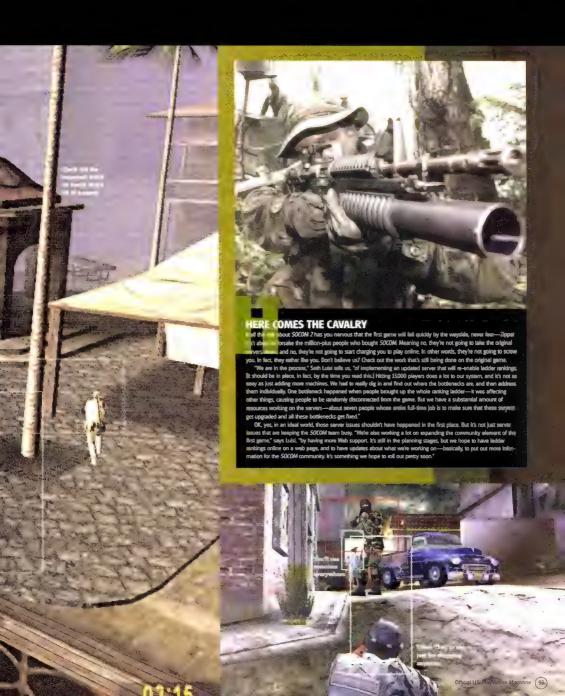
That's almost all we need to hear, but we decide to stick around anyway. And it's a good thing, because we get a lot more details about our new allies. "We realty wanted to make the team appear more intelligent and be more usefut," Gutmann say: 'They're going to be a lot more supportive, a lot stealthier, and they'll appear to react more intelligently to what's going on in the environment."

"If a guy's in 'Hold fire' mode, for example," says Sears, "and he observes the motion of an enemy, he'tl say, 'I've got a shot, sir. Should I take it?' He's going to prompt you to command him. And if you leave him alone, he's going to wait until the enemy's awareness escalates to the point that the enemy is ready to shoot you, and he'll say, 'I'm going to have to take the shot.''

"We're also going to loosen up the controls," continues Gutmann, "so that you can control Jester, the guy who's taking Boomer's place as Able 2. In the past, you couldn't tell him to hold position while you went off on your own; we're going to loosen that up so that you can have him stay in place while you wander up to 30 feet away.

19 In addition, SOCOM 2 will is include some new team com10 mands. "Get down!" makes your team all drop to the ground and take cover right there, very quickly," as also an Overwatch' command, where you act as a sniper, and Jester will shout out targets for you. So he'll say Target, 30 yards, one o'clock' and once you take that guy out, he'll point out the next target."





LOCK AND LOAD

But these aren't the only things that will affect the way you carry out your missions; new firepower will make a substantial difference, too. "We're including three different types of shotguns," says Sears, "ranging from pump-action to full-auto. We're

also including rocket launchers for both the Terrorists and the SEALs."

"These will be available in multiplayer on a map-by-map basis," Luisi says. "We don't want to include them on the smaller maps, but on the bigger maps, where there's more room, we plan on including those. And the

M203 grenade launcher as well."
"That's right," says Sears, "you get the grenade launchers that we kept out of multiplayer in the first game. But we'll be treating all these things realisticatly. For example, the LAW [light antitank weapon, i.e., a big freakin' rocket launcher] is only a single-fire weapon. So when the SEALs use lit, they can only fire one shot, and then they discard it. We're even going so far as to include the ubiquitous and much-loathed PMM antipersonnel mine for the Terrorists," which is going to help us balance the

nastiness level for each side in multiplayer."

Yes, we can see you salivating for more multiplayer info. Be patient; we're getting to it. First, a few more words about weapons:

including manned turrets," Sears tells us, "so you can jump aboard some really nasty, really powerful machinegun types. We're using a common Russian model but we're also including a .50-cal and a multiplegrenade-launcher turret as well-possibly more. We'll have those in singleplayer and multiplayer. They're going to play a major role in multiplayer. because by getting to the turret and then protecting the guy who's using it-you'll be able to really hold a significant part of the map."



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CONTACT ESTABLISHED

Oh yes, multiplayer. At last we meet again. This is arguably the most important feature of SOCOM 2. As great as the single-player game may be, nothing's going to stop the universal howl of dismay if the game doesn't deliver the multiplayer goods. Please allow us to set your mind at ease. Online play is going to rock even harder than before.

And that's saying quite a lot: SOCOM now sports 12 to 13,000 simultaneous users during the peak hours from 6:00 p.m. to 10:00 p.m. Eastern time. That's more than any similar PC game except the ubiquitous Counter-Strike. The only games that rate significantly higher are massively multiplayer presentation." RPGs-which can only be played online.

Furthermore, there are over 300,000 active login names in the SOCOM database inames that expire after a month of inactivity). Fifty to 60,000 people play every day. And on the weekends, the average play time is over three hours. That's a damn long time.

in other words, the online made of SOCOM is fairly popular.

And the designers are well aware that they need to raise the bar even higher the second time around. This is where all that listening they did really starts coming into play. Just as an example, when we went to visit Zipper, we brought a printout of the longest "SOCOM 2 wish list" thread on our message board. As we went through the presentation, we put check marks next to the improvements that were definitely going in. By the end of the day, over half of the items had check marks next to them-and most of the others were being considered. Didn't we tell you they've been listening?

"We want to make sure that when we release SOCOM 2, we're the top online game," says Luisi. "So we're focusing on adding more community features and making them easier to use. We plan on adding clan rankings and the ability to set up Spectator passwords for clan games, so Spectators can come in and watch a clan match.

VISUAL RECONNAISSANCE

Wait, what? Spectators? Since when is 50COM a spectator sport? "We're adding a Spectator mode," he continues, "where you can join a game and just watch. And we're going to do a lot for the observation modes, both when you're dead and when you join as a Spectator. You'll see all the stats of the people who are playing; you'll be able to see the players' descriptions, what clan they're in, that sort of thing. Even while you're still in the game there will be a lot more information on the Stat screen, like who on your team is dead. We're going to do a lot to improve the

As if our heads weren't spinning enough, Luisi keeps firing improvements at us: "We're adding a Friends list, so you can see what game your buddies are in. We'll also have an Ignore list. And, of course, we're working a lot on chat stuff. For voice chat, we're definitely going to show who's talkingyou'll get the person's name next to the voice icon. The voice quality is also going to be much improved over the first game. Plus, we'll have the ability to adjust the mic sensitivity and volume '

Had enough? No? How about this: "We're going to add voice chat in the game lobby; you'll be able to talk to all 16 players while you're waiting to start the game. We're also planning to set it up so that when 80 percent of the players have clicked Ready, the game will launch, so you're not waiting for that one last person to launch the game. And we'll make it so you can mute players in a game, so if someone's being obnoxious over the headset, you don't have to hear it."





but the types of missions they would actually undertake in water are pretty limited-mining docks or ships, that kind of thing. It takes a really long time, and it's very boring. Most of the time, they're just counting and looking at this little dive board. So the payoff for building a whole swimming system would be pretty small. But who knows? Technologically, it's not impossible. Maybe that's something for the next game."

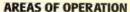


FIELD PROMOTION

And the hits just keep coming: "We're improving the ladder rank-mgs to make them more fair," Luisi continues. "We don't want them to be as heavily based on how long somebody's been playing. We're going to try to do our best to make it representative of the quality of the player."

"You'll be able to move up higher if you beat somebody who's better than you," Soderberg tells us, "than if you beat somebody who's worse than you."

"You'll probably get a rank ite the Naval ranks we used for completing SOCOM," Luisi continues. "And we'll have rooms limited to ranks, so that if you join and you're an Ensign, you can play in an Ensigns-only room—so the higher-level players can't jump in and beef up their scores. That should help a lot with the learning curve, which was an issue with the first game."



Let's pause to take a breath and point out that many of these terms are, in a sense, peripheral. It could be argued that these are things that should have been in the first game anyway. What about more fundamental changes? Zipper has that covered, too. "We'll be putting two new mission types in there," Luist tells us: "Breach is a game where the Terrorists have a fortress and the SEAL team has to plant a bomb inside the fortress. But they also have to blow up certain walls (there will be a lot more to destroy in the environment, a lot of hidden passages where you'll have to blow something upl or complete certain objectives to get to that spot, so it's much more of an interactive, multiple-objective thing. It takes a lot more teamwork."

"The other one is called Escort, where the SEALs start with VIPs, and they have to escort them to an extraction point; the Terrorist's entire goal is just to eliminate the VIPs. The SEALs can just let the timer run out to win and concentrate on defending the VIPs, or they can try to get them out of there. But they have to protect them—which is obviously much different from Extraction in the first game, because you don't even have to rescue the hostages if you don't want to. Plus, we're keeping the original three gameplay types as a well, so we'll have five in total."

Those five types of games will take place over a total of 12 new levels, and the two we saw on our visit were noticeably different from the levels in the first SOCOM. In the first level, the SEALs were arrayed along a ridge encircling a valley. In the middle of the valley was a Terrorist installation; the two entrances were boarded up and guarded with manned machine-gun turrets. In the middle of the SEAI's was a bomb. The objective? Grab the bomb, run down the hill, blast through the boarded-up entrances, locate a centrat building, plant the bomb, and then prevent the enemy from defusing it. The ultimate goal was the detonation, but the choke points of entrances Iguarded by

machine-gun fire, let's not forget) made for a pretty significant secondary objective. And there were other objectives as welt: Take out a radio tower, for example, and the Terrorists lose the ability to call in a devastating air strike.

You heard right; we said air strike." In addition to the new weapons and new mission types in multiplayer, a whole new element has been added. "You'll be able to have a helicopter or jet fly in and attack certain locations on the map," says Sears. "We'll have around three specific targets for the air strikes, and there will be a radio where you can call in these attacks, in a room where you can't really see those targets. So you'll have to use your teammates as spotters."

The other game we participated in was a Demolition mission set in-ready?—an honest-to-God city, complete with multi-tevet buildings, winding streets, balconies, and stairways. The close-quarters combat made for a very different feel than what we're used to from SOCOM.









THE CLEANUP PHASE

But wait, there's more—a lot more. "One of the things we're exploring," says Luisl, "is being able to put all the online levels from SOCOM into SOCOM 2. We're going to improve the artworks a lot and probably change some of them from day-time to nighttime, make the level look slightly different. So if you had a favorite level in SOCOM, you'll be able to play it in SOCOM 2. That means we'll have 22 different maps for online play."

"And we're taking the time to modify not just the look of the old levels," says Sears, "but also put in (in a timited way) more cover, grass, shrubbery, follage, maybe add a turret....l atways describe them as 'remixes.' They're very recognizable as levels from the original, but at the same time, they have been gifted with a lot of new touches."

"And we'll fix all the glitches," notes Luisi. "We already have a fix in to prevent people from going outside the levels. We're also working a lot on the GameShark and Code Breaker cheats, to try to prevent those. It's pretty complicated, but we're hoping to be able to prevent them 100 percent. The whole online experience is going to be a lot more glitch free."

As if that wouldn't be enough to convince us that they really had thought of everything, Luisi fires a parting shot. 'The L3 issue (that is, the tendency for some players to accidentally switch to single-fire mode in the heat of battle! is something people really hate. People are actually selling modified controllers on eBay with a 'safety' switch that disables the L3 button. So we're looking into making it a double-tap or something so that it's not as easy to accidentally switch your firing mode."

"And then there's the stance control," he finishes, "which is already much improved. Now it's pressure sensitive: If you're standing and you push Triangle hard, you'll go prone; if you just tap it, you'll crouch. It's a lot more intuitive, and much quicker. We've also fixed all those unexpected stance changes, where you'll be crouching, run into a wall, and stand up. The goal is to never have the game change the stance on you."

MISSION ACCOMPLISHED

We're stunned. We've rarely witnessed a game studio so committed to making the sequet that the players want, systematically knocking down every major issue players had with the original. "The general framework that's been the guiding light all the way through," says Boster, "is that this is a true sequel. We're realty trying to move every element a big step forward—whether it's A.I. or technology or graphics or gamepiay. There are new things we're doing; it's not just improvements on what we had before. Our goal is to make people say, 'Wow, this realty moved into a new dimension."

And rarely has it seemed like the fans themselves had so much input into the future of a beloved game. "There is are lots of butletin board threads that we forward game around here," says Bosler, "where people will say, "



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PlayStation











REVIEWS Making Districted A mone perfect plong





MAGIC PENGEL THE QUEST FOR COLOR

MEET THE DOODLES



JOHN DAVISON

Hit points: 187, Magic. 19, Attack: 73, Defense: 77, Agility: 64, Luck: 3 **Current Favorites: Soul** Calibur 2, SOCOM Favorite Genres: Driving, killing, driving and killing





Hit points: 107, Magic: 15, Attack: 42, Defense: 44, Agility: 36, Luck: 1 Current Favorites: .hack. Magic Pengel, Soul Cali 2 Favorite Genres: RPG. Platformers



Hit points: 79, Magic 14, Attack: 30, Defense: 31. Agility: 24, Luck: 2 Current Favorites: Soul Cali 2. SOCOM 2, Magic Pengel Favorite Genres: FPS. Puzzle, Online kıllıng

CHRIS BAKER



Hit points: 108, Magic: 15, Attack: 42, Defense: 44, Agility: 34, Luck. 9 Current Favorites: X2: Wolverine's Revenue Favorite Genres: Action, Adventure, Sports, Strategy



SAM KENNEDY Hit points: 80, Magic: 14, Attack: 31, Defense: 33, Agility: 27, Luck: 1 Current Favorites: Soul Calibur 2, Zelda (yeah, it's GameCube...shhh...l Favorite Genres: Action

TODD ZUNIGA



Hit points: 81, Magic: 14, Attack: 32, Defense: 33, Agility: 25, Luck: 5 **Current Favorites: Winning** Eleven 6, Stanley Cup Playoffs, Def Poetry Jam Favorite Genres: Sports











AUTO MODELLISTA

Not the ultimate driving machine

Publisher: Caprom, Developer: Caprom, MSRP- \$4999, ESRB: Five come



am spectacularly disappolited The prospect of playing a hard sie sports-car-racing game on the really tickled my fancy. The prospect of doing so while being dazzled by gorgeous and distinct tive cel-shaded qr., his , went beyond lickling my time, and into the realm of something that s probably illegal in some states. Why am 1 disappointed? Behause,

aside from looking gorgeous

Auto Mode i stalls an absolute pig

In a game picsenting itself a arating ride that idequately conveys the power of the vehicle. offered. I was shocked when I first booted up the game, supped into a Nissan 35.2 and found myself grappling with something that controlled like the tires had been slathered with Valletire and I was racing on ce. The handing n AM is, in a word, pathetic So. pathetic that it makes you wonder if the lolks behind it have ever been in the same ne ghborhood as a car let dione driven one with the intent of adequately studying

Nal the gas nany car front wheel or rear-wheel drive-on even the slightest bend and you II be subjected to oversteer so he. facious that 180s are frequent Hurtle into a bend too tast, ease off the throttle and then turn in gently and you get oversteer that teels kelyoure na 20-tontruck suding across a highway made of butter it's clear the developers dialed down the realism to make things more of Edunno arcadey or Rade Raver var whatever but what they ended up with was something more crappy. Only by employing a featherlike touch on the analog sticks will you get through a race

Perhaps to make up for the lousy controls, the single player game boasts the most judicrous case of rubber-band logi. 1 vseen in a long time was so far behind in some of the races that considered just giving up and then a few minutes later, was in



the read What happened 3 Did everyone tise until a velup"

The opportunities for greatness. throughout Aut Made 5/3 are many and varied if the handling d dr t mick so much this roud nic GTs. The degree to which you in cistemize imply pecta war but in the absence of idequate control and handling a the cosmetic bets and whis ties have some safer There's a aris appearance with new wheel, traz, rear wings and custom decals you can draw your se 1 with the game's reasonably useable editor Building a ran that's un quely yours is an easy

detinite bius. Setting things up. takes an nordinate amount of time due mostly to the incredibly slow input system the game. nformation than 1 millised to servers seemed excrite at no v slow, ance you're on, the whole thing tuns smoothly Navigation s much use that in SOCOM You Find a room chat while you're waitng for the game to start, and you're off if you can handle the game's fundamental nadequacles you i probably have a reasonabili good time

however cannot har die the dame's fundamental inadequacies, and thus will be happy never to play the thing again lever. With titles like Midnight Club 2 raising the bar soinigh, . think it is shocking that Capcum messed this up so bady Neverthelest 1st. think thas massive potential, so ler in tope the new table seque. John Davison







hat a difference a few months make! In January, when I began playing the first chapter of this-serialized RPG, I had tons of seeningly insurmountable issues. The game was clunky, Ugly, Unfair. But then it happened. I fell in love with .hack. I saw past its flaws and into its lovely depths, dazzled by the bodd diraction, meamerized by the meta mind-tovisting interplay of the game-within-the-game.

But love isn't blind—not in my world. In fact, I'm a firm believer in the concept of "what have you done for me lately."

.hack//MUTATION is doing a heck of a lot for me lately.

Just don't call it the honeymoon phase. See, all love is conditional—and MUTATION has earned my love over and over during the 25-plus hours it's taken me to beat it.

That might seem like an odd thing to say, considering that **MUTATION** is essentially more of the same stuff INFECTION offered. So, what's the difference? Now. everything works so darn well. In: the game's first chapter, I spent far too many excruciating hours. tearning the intricacies of the bat-tle system, leveling up, figuring out how to nab the best items, mastering the fine art of trading with other NPCs-and dying. Dying a lot. Not so this time. In fact, I got wiped out only a handful of times in MUTATION, and in most cases, it was my own fault for not paying enough attention.

That doesn't mean the combati won't keep you on your toes. Battles remain a challenge, but a manageable one. Now that I know what I'm doing, I'm able to apply new layers of strategy to my actions, equipping the right items for the right dungeons, picking the best party for every area, and conslantly readjusting my tactics by shouting out new orders to my







comrades. There's so much depth to the real-time battles—but only fyou seek it out. Sure, you can aimlessly hack away en noute to victory, but that won't be nearly as fun. Still, it's warth considering: If you're not interested in plumbing the depths of .ack, you probably won't enjoy it as much as I did. I also wish there were more boss battles, since the few in NUTATION are visually spectacular and heart-thumpingly thritting.

Of course, the battles are mere filling when it comes to the story, MUTATION picks up right where INFECTION left off, and it doesn't disappoint. (Don't bother playing this until you've played the first; .hack is a serialized game that won't make sense separately.) The concept remains as fresh as ever, built around the trippy idea of playing a massively multiplayer online RPG that's neither multiplayer nor online. The nontraditional narrative had me jonesing for the next tidbit of info in this sci-fi mystery that questions the very essence of life. And the cliffhanger endingblew me away.

But my favorite part of MUTA-



TION? Uncovering all the extras and secrets in the game—stuff that was there in INFECTION but became apparent to me only as I played on. There's neat stuff, like, the fact that you can affect your friendship with other pseudoplayers by spending more time with them and giving them high-quality girls flust like in real life! The more they like you, the more e-mails they'll send you—and the richer the experience becomes.

It's this kind of extra depth that helps round out an already compelling experience. At the very least, it's enough to keep me coming back for more, awarry awaiting the next chapter in this utterty unique franchise. Gary Steimman

.hack//MUTATION

More of the same-but much, much better















CHOPLIFTER: CRISIS SHIELD

Publisher: Xicat Developer: Garde

MSRP: \$3999 ESRB: Rating Pending I just had a moment of deja vu. I thought I was playing the wholly mediocre City Crisis of a few years back. That game and this one share a variety of eerie similarities [beyond the word 'crisis," I mean]

Like City Crisis, Chaplifter outs you in the pilot seat of various heliconters and sends you out on a series of rescue missions. But don't expect the arcade action of City Crisis, or even that of the original Choolifter from which this game draws its name. This is more simulation than mindless diversion, and the pacing is far from Lightning guick

Take, for example, getting into the game itself. Before you can take a sightseeing tour in the most basic chopper, you're forced to complete six mandatory Lesson missions. Finish those and you get to move on to six Trial missions Only after those 12 missions can you access the real meat of the game, the Rescue missions-and as far as I can tell, there are only six of those

This is not to say that Choplifter has no replay value, if you perform well in a mission, you'll get points to trade in for helicopter upgrades, extra modes, and other peripheral goodies. But I find it surgrising. that as it stands, there are more training missions than actual game levels

I'd have preferred quicker action and easier controls, but f you're looking for City Crisis slightly more mature older brother, you've found it Joe Rybicki

G1 |OCKEY 3

Publisher: Koe Developer: Koe.

MSRP: \$4999 ESRB: Everyone Allow me to lead with an excernt from the imagined-by-me book Sure Signs of the Angcalvose. Chapter 6, page 113: "Sure sign of the apocalypse No. 147: On a dark and strange presummer afternoon. we will witness the arrival of two new PS2 horse-racing games And so, the time has come!

Gallop for your lives! In all seriousness (though it's much more fun to treat a horseracing game as it should be treated-which is to say, unseriously). G1 Jockey may not have the graphical joie de vivre of, say, Gallop Racer, but it does have a certain ie

ne sais quo

Actually, that's false, I know exactly what it has: reams of reading that make Infinite Jest seem finite and two whole inckey animations. This game spared no expense for such tiny details

But, if you work through the words and ignore the lousy jockey animations, you'll see a bright light at the end of the stable. You Il be welcomed into a horse-racing family and you'll get a shot at racing several horses in the same week. If you're going to be the winningest rookie, you'll need to ride and ride hard And, of course, ride well

Where Gallop Racer rules is in its tutorial, which eases you onto the ol' dirt runway. But where it fails is ts lack of an immersive Career mode, which is exactly what makes Jockey such a surprisingly worthwhile experience

In a deep horse-racing field [who knew?], this one wins by...wait for it...a nose

Todd Zuniga

GALLOP RACER 2003: A NEW BREED

Publisher: Tecmo

Developer: Tecmo

MSRP-\$4999 FSRR-Everyone (Welcome to my first alternate reality review. -TZ]

In an industry bogged down with lame gorefests like Grand Theft Auto: Vice City, pointless sports sims like Madden, and gag-mewith-a-spoon Monet rip-offs like ico, what gets me out of bed every morning is knowing a new Gallop Racer is on the way!

The art style may be completely inconsistent (you choose an animeinfluenced rider and dress him in Paul Frank-inspired duds, only to watch him race on photorealistic horses-very odd), but who cares! While most games bring you snooze-inducing car races or walk you through WWII-torn Germany (that's so 50 years ago), Gallop Racer drills a proverbial hole into what the American psyche-nay, the human psyche, longs for most horse breeding

With the latest Gallop Racer, you not only raise a horse, nurture him. and love the way his hip and notat-all-dorky name (Courtly Gem, to name just one spectacular example) rolls off your lips, but you also race him hard and beat the piss out of him down the homestretch. Ain't love grand?

The fools who don t live and die for horse racing [we'll call them funambulists) will find this game generally confusing, and will prob ably never figure out the diluted betting system. But the rest of us can rejoice! Finally, there is a game for us, and an experience that will—as we all know—change our lives for the better, forever

Todd Zuniga

MOBILE LIGHT FORCE 2 tem By point oning , ar at per Publisher: 1

Developer: Attack

MSRP S. . ESRB. ...

If there's ever been a a conwhich you shouldn't judge a game by 1 cover, believe me, this is it. Despite a box featuring three Chartie's Angels-inspired habes, running away from flying robots, Mobile Light Force 2 is actually a roo. -a.s. shooter (Shikagan i no St. iii) imported from Lip in

Graphically, its definitely noting to write home about but the visuals at least do the trick. The game suffers from a kind of vertical letterboxing (an unfortunate side affect of being translated from a vertical-display arcade cabineti but makes up for this with a nilly 3D icrolling effect as you move around on the screen

MLF2 really shines in the game play department, with several one vations that keep things constantly fresh. The coolest is its tension sys

le styrite et rene ny tire your Weapon a function memori cowert I Then there the No . at your waspaces for all comshirt riege pecia alteria in in and trab them as stones Add to the Village after to sever titron the explaying through the game with each it or a terry eld impolesy after ent experience. Two player icit shooter plu

The besilpart to Jan The price Hunesty at \$1 . 8 . . . would be a style to te Bullyou car lost go area tand to sway the cover

Sam Kennedy





REVIEWS









And avoid it I did-at least for the first six hours of my Pengel experience. Instead, I was content to cobble together my whimsical critters, adding bits

and bobs to my drawings as i gained new parts, additional colors, and more ink. But then it happened: I unlocked the option to use "Wiggle" parts. At the same time, I ran out of easy ways to enhance my current critters. They already had legs, arms, eds, horns, and tails. I just

couldn't think of anything else! That's when my doodles get their own, er...doodles. Lewis was first. To him. I added a bulbous purple plonker that bobbled ever so suggestively (suggesting what, I don't know).

Oddly enough, Lewis' new member transformed him from a Magic- to an Attack-type

monster. **Next was** Stu, a beakheaded, spikyarmed, roller-





He got a cream-colored yardstick to match his yellow cape. I did, however, refrain from adding a twizzler to Fats, my aptly named stick-figure doodle. It just didn't feet right.

And therein lies Magic Pangel's beauty. No. it's not about bat your way through a charming little game using a custom-created army of well-endowed warriors. That's just something / did. Rather, it's the fact you can bring to life almost *anything* you imagine. Sure, it takes time (you need to unlock lots of stuff before you can animate anything grander than a bouncy blob). And it takes guite abit of patience. But the payoff is truly extraordinary.

And you don't need a ton of talent to succeed. Pengel does a great job of doling out new elements so you naturally learn how to craft a coherent creature. Pay attention and you can do all kinds of cool things, like drawing a head with an actual working jaw (which, in turn, lends your doodle appropriate battle abilities, like biling or belching).

As for the game itself, it's your basic beastie battler, with limited environments (it centers around one small town), cutesy characters, and a fairy-tale quest. The battle system is your typical take on rock-paper-scissors, with a few nice twists thrown in. The interface could use some polish, and the



this guy's Uncle Wiook ak havoc on your senses

gameplay should've been more balanced leasy-peasy to start, but cheapo-tough by the end). Once you get past the brutal final boss, though, you'll still find yourself with plenty to do. You not only get some slick bonus objectives, but you can also battle a buddy for bragging rights. Believe me, when you put that much love into your doodles, you don't went to see them lose to anyone.

Oh, and if you're wondering: about my doodles' doodles? I even tually had to whip up a new batch of critters, all without any extra appendages. I reached a point where my early efforts just weren't cutting it anymore. But my final three are just as amazing as they

Thing is, now I'm tempted to create even more doodles to top my current crop. Guess it's back to the drawing board for me! **Gary Steinman**



MAGIC PENGEL

DUEST FOR COLOR

These colors don't run

Publisher: Agetec Developer: Taito MSRP: \$29.99 ESRII: Everyone

















MUSIC MAKER

Publisher: Maga Developer: Mago MSRP: \$999 ESRB: Five your -

To those of you who played MTV Music Generator on PS1, Music Maker should look familiar. It's essentially the same thing. Bring up music samples for loops' as we call them in the business) in an array of styles, sequence them in an ear-pleasing manner, pick some stock video footage to go along with them, and wow your friends with your production finesse

Given the broad range of styles, the nice selection of loops within each style, and the speed at which you can access them lorders of magnitude faster than MTV Music Generator), you can start tossing together compositions within min utes of booting up Music Maker. If you want those compositions to sound agod however it's going to require a bit more time

You can dig into some pretty serious techniques here. Beyond simply dragging and dropping your loons, you can get into each one and do some tweaking fade in, fade out, adjust the volume, adjust the length, that sort of thing. And then you can switch over to the Beatbox or Sampler screens and hulld your own sounds from very small component parts

Don't expect this to turn you into the next Crystal Method, though The app comes packed with 3,000 loops, but if you start trying to get too serious, you'll mevitably come to a point where you re looking for more than what this product has to offer in spite of that small complaint, for 10 bucks, it s a terrific introduction for anyone to the world of music production

Joe Rybicki

WALT DISNEY'S THE IUNGLE BOOK RHYTHM N' GROOVE

Publisher: Ubi Soft/Disney Interactive

Developer MSRP \$1999 ESRB + VI TAIL +

I feet like I've already reviewed this game. Oh, that's right. I did already. review it-more than two years ago. when it was a PS1 release

In ts PS2 version, Rhythm n Groove offers the same Dance Dance Revolution-like rhythm game you played for, more likely, didn't)



on PS1 with significantly better graphics land the not so-necessary trailer to last February's not-so instant classic, The Jungle Book 2]

I ve gotta say, though, that Rhythm still holds up as a solid, if limited, dance title. It features just nine songs to jungle boogle to, but most are cutchy Idespite the fact that only. The Bare Necessities and Wanna Be Like You" actually originate from the Disney film) You'll spend a half hour less if you play through the game instead of watching the movie, but its still cool to see the story retald in videoname cut scenes. The background an mations are much more amusing than those in a DDR game, and I ove the idea of gaining power-ups by doing extra steps. It Rhythm n. Groove had another 15 or 20 songs DDR might have something to worry about Chris Baker

DRAGON BALL Z **ULTIMATE BATTLE 22**

Publisher: plogrames **PSone** Developer: Bandar

MSRP: \$1999 ESRB: leen It's hard to believe this game was originally released in Japan eight years ago-until you see it in motion. Yuck! Even by first-gener ation PS1 standards, Ultimate Battle 22 is beyond craptastic Honestly, it looks like little paper cutouts moving jerkily across cardboard boxes that are attempting to pass for buildings. It's one of the worst-looking titles ever released

on the PS1

That said, it's no surprise that Ultimate Battle 22 plays like crap. too. Battles are utterly simplistic, with poor controls, bland moves, and an unbalanced fighting system I was bored out of my mind within minutes. Not even the element of air battles Iyou can change planes at any time, which you couldn't do in Budokai for the PS2] helped generate anything bearing the sughtest resemblance to excitement

If UB22 has anything going for it, it's the sheer number of available characters: ordinarily 22, or sup posedly 27 if you input a code [] couldn't get the code to work, but that may well have been because I didn't care enough to struggle with it. Fans will undoubtedly be pleased with the vast selection of available favorites, but will quickly discover that all these characters play virtually identically

Normally, when I review a game like this, I try to observe it from the perspective of a hardcore fan of the source material, if only to see whether some of the faults can be overlooked. In this case, they can't be UB22 is just an awful, awful game, it looks terrible and plays worse. It holds no redeeming value for even the



most hardcore DBZ fan (with the possible exception of catch-emall collectors) If you're a PS1 gamer who wants to lam on some buttons and pretend you re playing a real DBZ fighting game, knock yourself out

I'm puzzled as to why Infogrames chose to bring this over from Japan instead of DBZ Legends. Legends is generally considered by a long shot to be the best PS1 DBZ game. Though I've never played it, I'm certain it has to be better than this piece of crap Sam Kennedy





TURNABOUT

Publisher: Natsume **PSone** Developer: Andink MSRP: \$999 PSRB: Everyoni Look, I can stop playing Turnabout

any time I want. It's just a 2D colored-block puzzle game, it s not like it's crack. Hell, we ve seen plenty of similar games, it bears slight resemblances to Devil Dice and Roll Away lone of the great overlooked gems of the puzzlegame world, in my opinion) You have colored blocks and colored balls; the balls move, the blocks don't. The point is to clear all the colored balls and blocks by rotating the board and allowing gravity to do its work. Sounds easy, sure. but once you get into the advanced levels, you'll find yourself cursing the minds behind the game (they also made Mr. Domino, by the way] as you try to clear out up to five different colors in levels that now include obstructive junk blocks that slide around with the balls

Being a budget title, Turnabout is a bit light on extras. There's no two-player mode, there are no fancy menus, and there isn't much variety in the way the different levels look. But it does have some surprising features. The soundtrack is great, for one thing Sometimes jazzy, sometimes trancey, it never gets too repetitive or intrusive. The other intriguing element is the Edit mode Finish a block of 50 levels [there are 150 total] and you can go back and change the designs of those 50 to make them even more diabolical

I'd say more about Turnabout, but I'm just trying to beat this one level, and then I'm done, OK, well. after this next one then Joe Rybicki





o far, videogames have depicted Wolverine in one of two ways: a no-frills one-man fighting machine in action games, or a no-frills oneman fighting machine in fighting games-in either case, an unquestionably flat character in terms of gameplay. We all know there's more to everyone's favorite X-man than adamantium rage, however, and the depth of the character we get in X2: Wolverine's Revenge far exceeds that depicted in any prior game. I'd even go so far as to say that X2 proves no other superhero is better suited to videogame stardom. It's a shame Revenge only presents that potential and fails to fully realize it.

with villains like Juggernaut, Sabretooth, Magneto, and Lady Deathstrike were built on solid ideas, but almost all fell victim to my biggest gripe; poor control.

Take the Wendigo fight: Alone in an ice cave with the white behamoth, your only hope for victory is to throw it by grabbing its tail. This seemingly simple idea should be easy to pull off—but if just lan't. As in several other boss fights, you find yourset in the proper position, but you're unable to execute the blow due to horrible collision detection that causes weird clipping all over the place. Thrown controllers often follow.

The game also features bland environments that force you to

and repetitive attack animations (surprisingly brutal for a Tean rating), the Stealth mode (activated by awkwardly holding down L2another control issue) presents a genuinely cool graphic effect similar to thermal vision. It requires true skill to master (though that's due partly to the shoddy control!. Logan's superhuman senses can detect everything from enemy movement to the exact scope of a security camera's view, and he's voiced surprisingly well by Mark Hamill in a solid solo adventure (written by former Wolverine comic scribe Larry Hame) that manages to sensibly incorporate fights with

After seeing his potential as a

the five supervillains.

"Wolvie could play protagonist in an adventure of MGS quality—he just needs the right developer."

As a big Wolvie fan who's awaited this release for more than a
year lback when X-Men prefaced
the title instead of X2—which
makes perfect sense, since the
game is clearly set in the New XMen comic universel, Revenge's 25
levels kept me happily busy for a
dozen hours. It required fandom of
my degree to filter out much of the
onscreen crapt the gamer in me
experienced, though. Boss fights

wonder what Konami or Capcom could have done with this. There's very little interaction to be had anywhere; Wotvie can't even make a claw mark on objects he'd stiller right through on a comic-book page. The effect of destroying the occasional crate or computer simply fails to impress.

But, like I said earlier, the fan in me can't help but like this game, Despite some questionable A.I.

game star, I honestly believe Wolvie could play protagonist in an adventure of Metal Gear Spild quality—he just needs the right developer at the helm. Had a more technically proficient team produced this game, its likely a slew of gamers beyond X-Men fans would actually give a snikt.

Chris Baker.







X2: WOLVERINE'S REVENGE

Not "the best there is"

On all lays on him

Publisher: Activision Developer: Gene Pool MSRP: \$4995 ESRB: Teen

PS1 Ouick Hits



BLOCKIDS

Publisher. Developer · MCPP-CHO FCPR

It's an interesting idea. Breakout in 3D And it works well -until v . realize all you're basically doing in praying a Breakout level that styre times its normal size. A bigger Lior better control of its height would have helped quite a b t -J.R.



MARBLE MASTER

Publisher: Developer () MSRP- 4999 ESRB-In sign nooval / bit in 1 ... complex game of weigh 1 measures. Stack marbles of vary no weights on a series of scales to ane up like colors. If you know how to operate an abacus, you may do

well if not, yo re coast - J.R.



MOBILE LIGHT FORCE

Publisher * . . . Developer. ... MSRP: > 1/4 ESRB:

Another classic Japane in shorter comes to the States Organi's known as Gunbird this is about as straight-up a shooter a 300 Can get. It's solid but unspectacular, though still a must-have for any shooter fan : -5 K

BBB

ACTION REPLAY









ACTION REPLAY (WITH 8MB MEMORY CARD

Publisher MSRIF

mayer to elected to byou out he, talk to Rapayis evitablisa i filo galher

1700 FS1 brace from whapping tetal ting trun 25 000 [15,000 15 1. 8 F1 1 Hat. And confith , in uponts infinite reall vight punktioned in type I ran history d DEVELOPED IN 18 STEMPS LOUIS LOUIS ar Cl. n . inter

Hon I see a game on the list? codes of the first of 9 you cap probably find some at the constantly updated codejunkies com-That doesn't necessarity mean you a find some—if you re thinking

Beyond the cheat stuff, Act on Replay offers handy functions like the ability to crush your memory and saves in order to conserve igain), It also tricks your PS2 into playing DVDs from regions outside

If you suck to much all games. to billatinem without cheating, it's are do chis

Chris Baker

GAMESHARK 2 VIDEO GAME ENHANCER. **VERSION 3**

Manufacturer: '.'.

Did you read the review for Action Replay that sijust to the left of this? Do so now Back? Good

Version 3 of GameShark 2 Video Game Enhancer does pretty much everything Action Replay does, but if gets the job done on a single disc without the PS1 goodness, though! The disc boasts more than 16.000 preloaded codes for more than 300 PS2 games, and includes a feature similar to Action Replay's that allows you to add more codes from gameshark com As a bonus not featured in its competitor GameShark 2 also includes more than 300 game saves, similar to those frequently seen on our PlayStation Underground demo DVDs

GameShark 2 offers the same data compression capabilities as Action Replay, along with the capabilly to play import DVDs from regions 2 through 6

Now, I know you're thinking, I m a loser, C-Bake of pa., and I suck at anything play Which of these devices can be trusted to make a pit ful gamer like me fee. Lke a winner?

The simple answer Visit each company's website and see which product has the codes you most want for the games you play. And remember, you re only a loser if you use the codes online to destroy your game enhancer-free competitors ithe ones who don't need gaming's equivalent to stero dsl. Use them for yourself and you re no loser—you re just a cheating bastard

Chris Baker

MULTIMEDIA **DOCKING STATION**

Manufacturer: DreamGea

MSRP S/909

Fifty bucks may sound steep for what appears to be a system stand, but before you jump to any conclusions, check out everything that's packed into this fairly slick product

Not only is it a stand that matches your PS2's styling, its also a Multitap and a system selector, so you can easily hook up other game systems or A/V items to your television. That would be swell in itself, but the package also includes a universal remote Granted, the remote looks a little retro, but teamed with the base unit, it allows you to switch among A/V inputs remotely, and I can t think of another system selector with that capability. On top of everything, it also includes a headphone jack (headphones included) and extra audio-in and -out ports. just in case you need them Oh. and there's an R/F adapter in there, too, for those of you still saddled with a super-old-school television that has no RCA inputs

Since Multitaps run around \$30 alone and system selectors and remotes fall in the \$15 to \$20 range, this product is a bargain if you don't already have the items separately If you do, there's no real need to pick this up unless space is at a real premium in your gaming area (if it is, you'll also appreciate the slots for storing games and memory cards?

This isn't the most elegant (nor the most elegantly named] device ever constructed, but it does pack an impressive number of goodies into a fairly small space Joe Rybicki

USB KEYBOARD

Manufacturer: .ogtech MSRP: 53999

So you want to chat online, but you don't want to plop down 70 bucks for the NetPlay Maybe you just prefer your trusty DualShock, or maybe you re only interested in SOCOM and sports games and don't need a product designed for the simultaneous keyboard and loystick use required for massively multiplayer RPGs

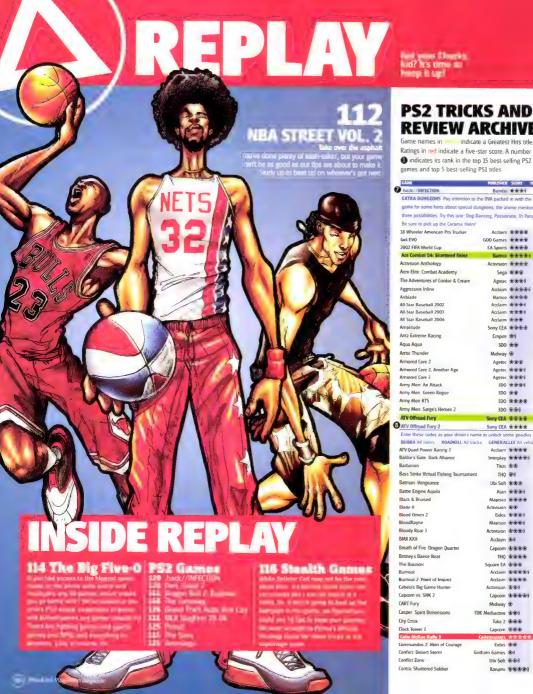
Logitech is happy to oblige. This product is simply a repackaging of the keyboard half of the NetPlay That means, first, that it's one of the timest USB keyboards you I find anywhere. It's still perfectly comfortable, however as long as you don't spend too much time whacking on the number or function keys [because they re very. very small

t also means that this sleek uttle number costs less than half of what the NetPlay costs. You can find cut-rate USB PC keyboards for about half the price of this unit but they It be full-sized keyboards with numerica, keypads and al. which you re very unlikely to use for on, ne gaming). One of those may make sense for you if you re looking to have an extra keyboard around the house in case your PC's keyboard opes bad. As for me, dirather have this ultras im, supercompact board that easily stashes under my TV Maybe I m ust a neat freak

At 30 bucks, it's not quite in the reakm of an impulse buy -you're definitely paying for the compact design But if you're looking for a space saving keyboard to match the style of your PS2, you could do a neck of a lot worse

Joe Rybicki





REVIEW ARCHIVE Game names in indicate a Greatest Hits title Ratings in red indicate a five-star score. A number

PUBLISHER SCORE ISSUE Bandar **** EXTRA DUNGEONS Pay attention to the OVA packed in with the game for some hints about special dungeons, the anime mentions three possibilities. Try this one: Dog-Dancing, Passionate, Tri Pansy Be sure to pick up the Ceramic Helm! 18 Wheeler American Pro Trucker Arriam (ROMA) 57 GOD Games *** 44 EA Sports *** Act Combat 04: Shartnesd Skies Namco @@@## 51 Activision *** 64 Aero Elite Combat Academy Sega ®®® The Adventures of Cookie & Cream Agetec ®®®9 44 Acclaim **** 59 Names distribute St All-Star Baseball 2002 Acclaim @@@@d All-Star Baseball 2003 Acciaim ***** All Star Baseball 2004 Acclarm *** 67 Sony CEA *** Empire 984 61

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Agence (#99)

Agetec ****

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Konami **** 64

Midway @

300 100 ATV Offroad Pury Sony CEA *** 3 ATV Offroad Fury 2 Sony CEA ⊕⊕⊕⊕ 64 Enter these codes as your driver's name to unlock some goodles BUBBA All nders ROADKILL All tracks GENERALLEE All vehicles ATV Quad Power Racing 2 Acclaim % *** 66 Baldur's Gate Dark Alliance Titus 📾 📾

THO @ Batman: Venepance Ubr Soft 180 980 90 Atan **** Majesco ⊕⊕⊕⊕ Activision ®® Eidos ®®®® Majesco ⊕⊕⊕∉ Activision @@@@ Acclaim ®6 Breath of Fire Dragon Quarter Capcom ******** 67 THO *** Source EA (8090) Acciaim @@@@@ Burnout 2 Point of Impact Acclaim ®®®® 63

Cahela's Rio Game Humer Activision 9994 Capcom ***** 51 Midway ® Casper Soint Dimensions TDK Mediactive 90904 Take 7 ®®®

Capcom 909090 Colin McRae Rally 3 Commandos 2: Men of Courage Edos ®® Gotham Games #64 Ubi Soft ®®€ 63







GAME	PUBLISHER	SCORE	ISSUE
Cool Boarders 2001	Sony CEA	***	46
Cash Bandicoot: The Writts of Cortex	Universal	***	50
Coury Taxs	Accision	***	44
Dark Angel: Vampire Apocalypse	Metro3D	@ 4	49
Dark Cloud	Sony CEA	***	4 44
Dark Classi 2	Sony CEA	****	# 6

LEVEL-UP WEAPONS FAST! After downing a foe switch to your other character to scoop up the ABS crystals. You'll get experience for both weapons you're carrying not just for the weapon used to

	pear the monster	This will quickly	build up a weaker	character	
	Dark Summit		THQ	***	5
	Days Mirra Freez	vyle HMX Z	Access Access	⊕⊕⊕€	5
	DDRMAX		Konami	***	6
	Dead or Alive 2 H	ardcore	Tecmo	***	3
	Dead to Rights		Namco		6
	Def Jam Vendetta		EA Sports Big	***	6
	Defender		Midway	-	6
	Deus Ex The Cons	piracy	Eidos	***	5
	Death May Cry	SALE BANKS	- 12 - 27 Capicom	00000	5
S	Devil May Cry 2		Capcom	***	6
	Hard time earnin	g Style points?	lere's how to score	the big S rat	tırı

- · Link your attacks to finish off enemies with your sword
- · Find an area where enemies continually spawn
- · Attack with your sword until no enemies are within reach
- . Short your weapon (delay between birton tank so you don't kill the enemy too soon) until you get within sword range of an enemy

· If you get hit or wait too long between	en attacks, your	combo will	end
Dino Stalker	Capcom	******	61
Disaster Report	Ageter	-	65
Disney Golf	EA Games		61
Disney's PK Out of the Shadows	Ubi Soft	9094	63
Disney's Treasure Planet	Sony CEA	***	64
Donald Duck Goin' Quackers	Ubi Soft	***	42
Downforce	Titus	**	57
Dr Muto	Midway	994	63
Oragon Ball Z: Budokal	Atarl	@@@d	65

ADEPT/ADVANCED WORLD TOURNAMENTS After you win the Novice World Tourney, the capsule that unlocks the Adept World Tourney appears under under Mr. Popo's Recommended capsule UNLOCK FRIEZA SIDE STORY To unlock Frieza's side story, clear all the episodes in the Namekian Saga. You'll unlock two new episodes that let you play as Frieza. Now, you'll see what would have hap pened if Frieza had defeated Goku in the series UNLOCK VEGETA SIDE QUEST. Beat Story mode once to unlock a side quest with Vegeta on Earth. You must defeat the Z-fighters from

his perspective Dragon Rage 300 €€ 54 Sony CEA @@@@ Drakan The Ancients' Gates Barn ® Square FA (B)(B)(6) Driving Emotion Type-S Drome Racers EA Games @@& Bam @@@@ 57 Dronship Atlus ®®® **Dual Hearts** Koei 606090606 61 Dynasty Tactics Dynasty Warriors 2 Knei (80 (80 (80 (80) 32) **Dynasty Warners 3** Knor (RAMA) Dynasty Warners 3. Xtreme Legends Koei @@@@@ Koos @ @ @ @ @ 68 Dynasty Warnors 4 Ecco the Dolphin Defender of the Future Acclaim @@@ Kemco ⊕⊕€ 61 For Mania Frostreme Madness Empire 🗫 59 Endgame Enhemeral Fantasia Konamı @@ 49 Escane From Monkey Island LucasArts 安安安安安 46 ESPN International Track & Field Konami @@@ Konamı @@@@ ESPN International Winter Sports 2002 ESPN MLS Extra Time Колаті 🕬 🕮 44

Konamı 🕬

Konami 68-68

ESPN National Hockey Night

ESPN NBA 2Night

ESPN NBA 2Night 2002

GAME	PUBLISHER	SCORE	憦
ESPN Winter X Games Snowboardin	ig Konami	***	
ESPN Winter X Games Snowboardin	ig 2002 Konami	***	
ESPN X Games Skateboarding	Konami		
Eternal Ring	Agetec	⊕⊕	
Eve of Extinction	Eidos	BB9	
Everblue 2	Capcom	***	
Evergrace	Agetec	⊕⊛	
EverQuest Online Adventures	Sony Online Ent	-	
Evil Twin	Ubi Soft	⊕⊛	
Evolution Skateboarding	Konami	9994	
Evolution Snowboarding	Konami	66	
Extermination	Sony CEA	984	
Extreme G III	Acclaim	***	
F1 2001	EA Sports	平安华华	¥
F1 2002	EA Sports		g
F1 Championship	Ubi Soft	-	
F1 Championship Season 2000	EA Sports	⊕ ⊕4	
Fantavision	Sony CEA		
Fatal Frame	Тесто	***	
Ferran F355 Challenge	Sega	99	
FIFA 2001 Major League Soccer	EA Sports		4
FIFA 200Z	EA Sports	***	đ
FIFA Seccer 2003	EA Sports	***	×
Fighter Maker 2	Agetec	9 4	
Final Fantasy X	Square EA	****	*
Fireblade	Midway	** 4	
Fisherman's Challenge	Konami	**	
Forever Kingdom	Agetec	99-6	
Formula One 2001	Sony CEA	-	
Freekstyle	EA Sports Big	***	
Frequency	Sony CEA	***	
Frogger The Great Quest	Konami	₩4	
Fur Fighters Viggo's Revenge	Acclaim	-	
Gadget Racers	Conspiracy	-	
Galerians Ash	Sammy		
Gallop Racer	Tecmo	-	
Gauntlet Bark Legacy	Midway	***	
The Getaway	Sony CEA	***	

DOUBLE HEALTH Enter this during the opening movie \$. \$. . .

* * O O I

FREE ROAM MODE. Complete all the main missions in the game Then you can tour London without being held back by missions ARMORED CAR WEAPON Before the title appears, enter this code

Disan Brismo S: A-speic - This is a second	Sony CEA	****	All
Gradius III and IV	Konami	884	39
Goda: Elemental Force	3D0	₩4	54
Gitaroo-Man	Koei	⊕⊕⊕(53
Grants: Citizen Kabuto	interplay	⊕⊕⊕ €	51
Iyou'll hear a moaning woman if it works)	1, 4, 4,	→, 0, 6	0

CHEAP TUNE-UP You'll need two memory cards for this trick · After getting money or cars to sell, save your game to both cards

- . Buy the car you want, tune it and get tires
- Save your game to the second memory card
- · Load the game from memory card one. Go Home, and then to Trade
- · Load the second memory card's garage. Buy the car you just tuned
- . Load the game from memory card one. Go Home, then go to Trade

2 Grand Theft Auto: Vice City

Of all this brilliant game's cheats, these are our personal favorites So, to get on with playing as someone new (although no one's cool er than Vercetti) punch these in dunne gameplay

RICARDO DIAZ L1, L2, R1, R2, 8, L1, R2, L2 LANCE VANCE O. LZ, +, S. RL, LL, S. LL **EANDY SUDDO** O, 82, \$, R1, €, €, R1, L1, ⊗, L2 ⇒, i.i. ±, i.2, i.i. ⇒, R1, i.i. ⊗, R1 HIII ADV KING R1. Q. R2. L1. ⇒. R1. L1 50. R2 LOVE FIST GUY *1 \$, 11, \$, 12, \$\infty \infty \text{R1, 11, }\infty \infty \infty

MLB SLUGFEST 20-04

Codes, glorious codes!

Punching codes into StugFest works like this: The first number is O, the middle number is @, and the right number is @. The Cheat screen will only be up for a short time, though, so be quick.

THE USEFUL AND THE USELESS

- 1. 1. 1. F Cheats Disabled 3, 0, 3, T Extended Time for Codes
- 2, 0, 0, Tiny Head
- 3. 0. 0. Max Batting
- 0, 3, 0, Max Power 0, 0, 3, - Max Speed
- 4, 4, 4, Unlimited Turbo 2, 0, 0, Big Head

BATS & BALLS

- 0, 0, 4, # Log Bat 0. 0. 3. V Ice Bat 0, 0, 2, 1 Blade Bat
- 0, 0, 5, # Spike Bat 0, 0, 1, & Bone Bat 0, 0, 4, - Mace Bat
- 0, 0, 4, Wiffle Bat 2, 4, 2, 16-Inch Softball 2, 4, 2, 1 Rubber Ball

- 3, 3, 3, 1 Coliseum 3, 2, 1, 1 Rocket Park 3, 3, 3, # Monument
- 3, 2, 1, Midway Park

- 3, 2, 1, Frnpire Park
- 3, 3, 3, Forbidden City 3, 2, 1, Atlantis

- 2, 1, 0, Pinto 2, 1, 1, → Horse 2, 1, 2, # Eagle
- 2, 2, 0, D Lion 2, 2, 2, -Todd McFarlane 8, 3, 3, Terry Fitzgerald
- 1, 0, 3, 4 Dwarf 1. 1. 3. Gladiator
- 1, 3, 3, Bobble Head 1, 0, 2, 4 Dolphin 1, 1, 2, **■** Scorpion
- 1, 2, 2, \$ Subzero 1, 3, 2, F Rodeo Clown 1, 0, 1, ♣ Little League
- 1, 1, 0, 🛡 2.2.2. Olshan 2, 2, 2, 1 Rivera 2, 3, 2, \$ Nacolitano
- 2, 1, 1, 1 **Evil Clown** 2, 3, 1, Alien 2. 3. 3. ₽ Cases









NBA STREET VOL. 2

ire going to win at Vol. 2

you'll have to know how to

control the inside. Like Vince i

Mix it up on coast-to-coast courts with these off-the-meatrackazoni tips

Want to run the asphalt jungle? Want to be the highest-flying high flyer on every Vol. 2 court? Well, everyone could use a little help. This guide will push you through the game and earn you mad respect if you've got the dope flavor Or, you know, whatever

Block Party

Call it rejection or laying the blocketh down, but it's all trash talk for stopping the shot from going into the cylinder Here's how to keep your shutout going

. There are five master blocksmen (in order of blocksmithingly Will

Chamberlain, Shaquille O'Neal, Bill Russell, Ben Wallace, and Yao Ming. The first four combo Power and Blocks. Yao fits in because he's a block talent, plus he's 11 feet tall

- . When D'ing up, keep your tallest baller (preferably one of the guys above) near the bucket. You'll control the inside game that way, and if anyone comes into your house, remind him who's house it is
- . To do the Super Block, hold down the two Turbo buttons while controlling your behemoth. Problem is, it saps your Turbo in a hurry. The real trick is to hold the two Turbo buttons and press . then let go of the Turbos. The original block attempt will cut your Turbo in half, but if you keep point lessly holding, it'll keep draining, and you won't be able to do a second



Chopping Down the Trees

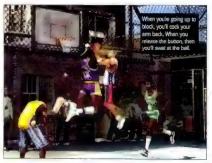
If you're rushing the hoop, there's nothing worse than eating leather Here's how to beat the big men

- If you're controlling a high-flying Iverson and you're trying to dunk against The Stilt It's a good idea to press Circle a second time so you'll transition into a layup Otherwise. you il be on your rump and the action will be going the other way
- . Pump fake. If your defender doesn't go up, pass. Then pump fake Then shoot, Going in close on a high-nower any even when he s

faked out, might still dump you on your drawers. But if you do a Turbo dribble into him, he'll be on his butt and you can walk on by

. Go after the biggest blocker on the team by using a special dribble to knock him down. He can't handle it with his low Handle rating, and you'll have a lane to the net

. If you want to attack the hoop, get their big man out of position. Either pass to the weak side or get him picked by pressing R3





Headache

Ready to light up your Gamebreaker like Christmas in New York? There's one move to

master: Off the Hezay. · Run up the court with your best

- Handles man but don't use Turbo
- · Break off a Turbo special dribble
- and knock down your defender
- . Hold down the two Turbo buttons and press & to pass the ball off his head and back to yourself
- Do it again · And again
- · And again
- · Cut to the hoop and get dunkadelic

Your Gamebreaker meter will

Take a Tylenol

. If someone keeps popping the ball off your lid with Off the Hezay, run for it, literally. After one or two, you'll inch far enough away for him to wildly pass the ball, allowing you to pick it up

. If you can, use a Trick Counter to stop him right of the bat. But if that doesn't fly, run



Pump fake for an open shot.



On Hallowed Ground

There are plenty of reasons to hustle your way through both the NBA Challenge and Be A Legend modes land even Street School Beat NBA Challenge and Dr J's crew to unlock the coolest of the cool: Rucker Park '78 How oldschool is that?! But when you beat everything, you'll get the sweetest reward: a third lordan from

1985 This is the one who would go toe-to-toe with Nique at the dunk contests





Team-Building Exercise

Want a good lunchtime conversation? Ask your friend which three ballers he uses when playing Vol. 2. There's a simple philosophy to choosing your team-balance

- You need a guard who can handle the bail, steal it down that it workers. J-Kidd, Steve Nash)
- . You need a big man who can handle the shot-blocking duties (Ben Wallace, Shaq, Yaol
- . The wild card is your third choice. We like athleticism. Kobe, Ray Allen Paul Pierce, T-Mac, and C-Webb can do it all. That third spot is perfect for tack-of-all-trades types, especially if Iverson is squaring off against Kidd Give the rock to your third to penetrate. Silky smooth

Cheat Street

Want to unlock the phattest jerseys and ballers, but don't want to work your way through all of the game modes? Try this

- · Go to Play It, then to Pick Up Game · Name yourself and choose a team
- . At My Rules, spot yourself 10 points and play to 11
- . Score one bucket and you'll win
- . Win five, 10, and 15 games in a row to start the unlockables rolling in

Double Dribble Having a hot Handle is like having a Dr. J.

Mitchell & Ness jersey: instant respect.

So, how do you keep it rolling, and how do you stop it? Simple, If someone's using the Trick Counter to stop you, fool them by not doing any special moves. While they rewaving their arms, speed past them for an easy bucket

Stop the Bounce

Stopping mad Handle isn't all about using two Turbos and O for a Trick Counter It's about positionng yourself to stop your opponent from running you over

If you see a move coming, back up and then dive in with O The Trick Counter is great if your opponent is trick obsessed, but otherwise, the common steal works wonders Prep to dive for the ball afterward, though



From Way Downtown

Firing up three balls in Vol. 2 isn't always the best idea. You Il shoot about 40 percent at best, just like in the NBA, so choose your spots wisely. Make sure you're open and make sure that little range-dot beneath you is at the very least vellow Otherwise, expect iron



GAME PUBLISH	ER.	SLOKE	SSUE
LOVE FIST GUY *2 R1. L2 R2. L1. # R2. #. 1	×	0.11	
PRESERVATION - RI R R2 L1 - R1 L	1 .	. 0	
SONNY FORELLI D LL D L2 = 8 RL	L	80 X	
MERCEDES R2 L1 1. L1. → R1 → 1	0	0 0	
Grand Theft Auto III Rocks	LAIF	***	k 5
Grandia II Ubi S	oh	****	53
Grandia Xtreme E	nix	⊕⊕⊕4	62
Gravity Games Bike Street, Vert, Dirt Midw	ay	6	61
GTC Africa Maie	sco		58
Guilty Gear X Majesco/Sam	my	****	51
Guilty Gear X2 Sam	my	***	66
-		***	61
Gungriffon Blaze Working Desig	_		39

	162	8824	64
Harvest Moon Save the Homeland Natsu	me	***	51
Haven Call of the King Midv	ray	****	64
Headhunter Actio	ım	-	57
		889	56
		40-40 N	46
Hidden Invasion Conspir			60
		***	44

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		8888	55
		***	64
		201	67

		9994	65
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		***	52
		8-8	64
Jeremy McGrath Supercross World Accid			53
jet X20 Sony			63
		909	54
,,		***	
		9994	61
,		999	47
		200	39
		***	51

		-	67
		**	55

Knockout Knoc 2002			42

Here's one way to get an edge in the minicamps and finally bring Barry back to Motor City¹

The Lord of the Rings. The Two Towers EA Games **** 63

· Turn off autosave

Knockout Kings 2002

Le Mans 24 Hours

Legaca 2 Direl Saga

The Legend of Alon D ar

Legends of Wrestling

Legends of Wrestling II

Lego Racers 2

Mad Maestro!

Madden NEI 2001

Madden NFL 2002

Lethal Shor

Legion. The Legend of Excalibur

- · Save your rosters as Cheat
- · Go to the Cheat costers and edit the players that do the minicamps. In the case of the Ground Attack, raise Emmitt Smith's stats
- to 99, then lower the defensive players' ratings (Dat Nguyen and Roy Williams · Load Cheat rosters and serve
 - Sony CEA ⊕⊕⊕ III

EA Sports ***

Infogrames @@\$

Fresh Games @@@

Ubi Soft ∰€

Acclaim 90000

Acclaim ®®®

Midway ***

Sammy ®®®

Lego Media ®®®

Eidos/Fresh ®®®

EA Sports *** *** 38

EA Sports @@@@@ 48

EA Sports 水水洗水水 60



50 ESSENTIAL PS2 GAMES

The best of the best provided for you in a handy list. Try them all at least once!



ACE COMBAT 04 SHATTERED SKIES

MSRP: \$1999 If flying jets and shoot ing stuff is your thing then Namco's ACO4 should be too



MSRP \$4999 great graph cs and

DARK ALLIANCE A case study in making a geeky concept cool Fuel an action RPG with nline muit playe What more could you possibly want? hardcore D&D rules



COLIN MCKAE KALLY

MSRP \$4999 Throwing a WRC Focus mud has never been so much fur



STINLINAL POTORIE MCPP CARRO

the hardest boss fights - tasy in the title Don't

DARK CLOUD 2

RPGs without the

Redman doesn't seem beats the pants off

playing 5mackDown?



MSRP \$14.99

art. Now that it's so

cheap you need to

MSRP: \$1999 Dante was arguably the coolest game hero ever when he starred

ruined his reputation



A tactical strategy game in the Dynasty Warner universe, gently wok tossed in sesame or



DYNASTY WARRIORS A ****

MONKEY ISLAND MSRP: \$4999 Chinese warriors in ready funny- poking hats beating the crap



Notable for many rea

ally intentionally funns



BALDUR S GATE-

**** MSRP \$4999 Forget Resident Evir and Silent Hill-this

game ever made



If you don't alread own this one then you PS2 RPG For now



MSRP 52999



Stoths hist all cond

GRAND THEFT AUTO VICE CITY * * * * * * MSRP 54999 down to one game, we might and eithis would

HIGH HEAT MLB 2004



ove story for the ages



new characters in this



out of each other

KINGDOM HEARTS MSRP \$4999 RPG featuring Donald Duck and Goofy really is one of the best you can buy Believe us



KLONOA 2 LUNATEA'S VEIL **用电影电影** MSRP: 53999 Old-school 2D piat forming fun with a great cartoony style



der der der der si MSRP \$4999 Who would have thought such simple

gameplay could be so

MADDEN NEL 2001 MCDD CAGOO

So good ever philistines who don't understand football





SATISAL OF HUMBS PRONTANG MSRP 54999 One of the great FPSs



SUBSTANCE MSRP \$4990 The enhanced version of the seminal genre



MSRP Sugar High speed inlega Street racing with the



MSRP \$4949 The closest thing to the rea NBA this has TOP y'vie that

MSRP \$4999

One of PS2's great cre culture and sports, and



MSRP \$4999 After years of wishing for videogame hockey to matter again. NHI



(A) (A) (A) (A) (A) MSRP \$4999 Capcom's samurar adventure dials up the fantasy and adds. a hero with an afro



PRO MACE UNIVER MSRP \$4999 Month in ssue 65 Why? It's a racing game pose Feels great, too



RATCHET & CLANI MSRP: \$4999 One day, you'l, look back at these chara ters as "the guys who saved platform games "No. really



MSRP- \$1999 Probably PSZs best story-driven first-per son shooter The sequel failed to live



REZ ***** MSRP \$4999 Good luck finding a copy anywhere Segas music diven shooter is notor ous y tough to



ADVENTURE **** MSRP 54999 Old school action brought bang up-to date with great graph



THE SIMS Are you a megalomani cal control freak? If so this is the game for



THEY WAS GALLOOMAS MSRP- \$4999 A beautiful example of



NAVY SEARS MSRP: \$5999 The only game anyone plays on ne That



MSRP-\$4999 Like Metal Gear Soud only well different Worth a look for the all dreamylike



MSRP, \$2999 Still the best snow boarding game you can buy, despite enor mnus (and mostly



MSRP \$2999

hang out with

EA Sports makes Tiger seem like an interest

ing and fun guy to



This first person shoot er is one of PS2's finest multiplayer games, it also feats badass level editor



MSRP \$3999 4 is more than a fresh made, we still stand by that Because t is nal in every way



DAME OF THE

MONSTERS MSRP \$3999 this one that remind us why we play games to



Americans should get gives hints as to why everyone else in the world loves soccer



MSRP 52999 Shock ngty underap racer Part of a legacy back to PSI year one



MSRP 54999 A long heavy and deep sa-fi RPG with the Plus it features robo chicks in hot pants



MSRP. \$4999 All you have to do is look at this mech smooth graphics. Yumi

GAME	PUBLISHER	SCORE IS	SUE
Marvel vs Capcom 2	Capcom	***	61
Mat Hoffmans Pro BMX 2	Activision		60
Max Payne	Rockstar	****	53
Maximo Ghosts to Glory	Capcom	***	54
MDK2 Armageddon	Interplay	***	45
Medal of Honor: Frontline	EA Games	华华本年本	- 5
Men in Black II. Alien Escape	Infogrames	-	60
Metel Gear Solid 2	Konami	李田田田田	51
Metal Goar Solid 2: Substance	Kenami	-	67
Metropolismania	Natsume	***	61
Mildnight Club	Rockstar	***	39
Midnight Club N	Reckstar	****	67
Mike Tyson Heavyweight Boxing	Codemasters	⊕	58
Minority Report	Activision	@@6	65
Mister Mosquito	Eidos/Fresh	****	56
MLB 2004	Sony CEA	***	67
MLB Slugfest 20-03	Midway	***	59
MLB Slugfest 20 04		@ dp up @	67
Mobile Suit Gundam Federation vs. Zeo		90 HO HO S	61
Mobile Suit Gundam Journey to Jaburo	Bandar		48
Mobile Suit Gundam Zeonic Front	Bandai	***	54
Monopoly Party	Infogrames	***	65
Monster Rancher 3		***	50
Monsters. Inc	Sony CEA	***	55
Mortal Kombat Deadly Alliance		****	64
MotoGP		***	39
MotoGP2		****	53
MotoGP3		88886	67
Motor Mayhem	Infogrames		67
MTV Music Generator 2	Codemasters		46
The Mummy Returns	Universal		52
MVP Baseball 2003	EA Sports		67
MX 2002 Featuring Ricky Carmichael		***	47
MX Rider	Infogrames		52
MX Superfly Featuring Ricky Carmichae		96999	59
My Street	Sony CEA		67
Myst III: Eule		9984	63
Mystic Heroes		\$9696	64
Namco Museum		****	53
NASCAR 2001	EA Sports		40
NASCAR 2001 NASCAR Heat	Infogrames		47
NASCAR Thunder 2002		****	51
NASCAR Thunder 2002 NASCAR Thunder 2003		********	62
NASCAR Dirt to Daytona	Infogrames		62
NASCAK DIR to Daytona NBA 2X2	Sega Sports		53
NBA 283	Sega Sports		63
NBA Hoopz	Midway		44
NBA Live 2001	EA Sports		42
NBA Live 2002	EA Sports		51
NBA Live 2003		****	63
Live meets Vendetta without all the ra		how1	
From the Main menu, select Roster A	nanagement		
Select Create Player			
- Select Bio			
 In the Last Name field, enter one of t 			
FLIPMODE Busta G	HETTOFAB	Fabolous	

FLIPMODE	Busta	GHETTOFAB	Fabolous	
MIXTAPES	D) Clue	CALIFORNIA	Hot Karl	
GOODBEATS Press ×	Just Blaze	DOLLABILLS	B. Rich	

team to add these artists NRA ShootOut 2001

· You'll get a confirmation overlay if you entered the code correct · Go to the Free Agent pool. You'll have to release a player from your

Sonv CEA 98989 44

NBA ShootOut 2003	Sony CEA	***	63
NBA Starting Five	Konamı	BB9	63
NILA Street	EA Sports Big	大大学大师	47
NBA Street Vol. 2	EA Sports Big	***	- 68
NEAA College Basketball 2K3	Sega Sports	***	64
NEAA College Football 2K3	Sega Sports	⊕⊕9	60

ANCA A County of SOCK	PR Feeters	and the state of	
NCAA Football 2002		****	
NCAA Final Four 2003	Sony CEA	-	64
NCAA Final Four 2002	989 Sports	⊕ 4	52
NCAA Final Four 2001	Sony CEA	*	41
NCAA College Football 2K3	Sega Sports	®® €	60
NCAA College Basketball 2K3	sega sports	***	64

o fight!			
GAME	PUBLISHER	SCORE IS	SME
NCAA GameBreaker 2001	Sony CEA	⊕6	41
NCAA GameBreaker 2003	Sony CEA		61
NCAA March Madness 2002	EA Sports	***	53
NCAA March Madness 2003	EA Sports	***	64
Need for Speed: Hot Pursuit 2	EA Games	****	62
NFL 2K2	Sega Sports		52
NFL 2K3 NFL Bluz 20-02	Sega Sports		55
NFL Blitz 20-02 NFL Blitz 20-03		8881	60
NFL GameDay 2001	Sony CEA		40
NFL GameDay 2002	Sony CEA		53
NFL GameDay 2003	Sony CEA		61
NFL Quarterback Club 2001	Acclaim		50
NHL 2001	EA Sports		38
NHL 2002		多多多多多	50
WHL 2003	EA Sports	@###	63
NHL 2K3	Segn Sports	****	64
NHL FaceOff 2001	Sony CEA		43
NHL FaceOff 2003	Sony CEA		64
NHL Hrtz 20 02 NHL Hrtz 20-03		****	51
N nja Assault	Names		61
No One Lives Forever		90,90,90,6	56
Okage Shadow King	Sony CEA	***	51
Oni	Rockstar	rang a	43
Onimusion: Warriords	Capcom	8888	43
Onimusha 2 Samurai's Destiny		***	60
Orphen Scion of Sorcery	Activision	***	39
Pac-Man Fever	Namco	**	60
Pac Man World 2		****	54
PaRappa the Rapper 2 Pans-Dakar Rally	Sony CEA		53
	Acclaim EA Games	BB	55
Pirates: The Legend of Black Kat Portal Runner	EA Games		50
The Powerpuff Girls Relish Rampage	Ram	**	65
Pride FC	THO	***	65
Primal			68
Pro Race Driver	Codemasters		65
Project Eden		****	52
Pryzm Chapter One: The Dark Unicom T			60
PT.O. IV		***	66
Q-Balt Billiards Master		***	40
Quake III Revolution		*****	44 64
Rally Fusion Race of Champions	Activision		54
Rayman 2: Revolution	Ubi Selt	***	41
Rayman 3: Hoodlum Havoc	Ubi Soft	****	67
Rayman Arena	Ubi Soft	***	57
RC Revenge Pro	Acclaim		41
Ready 2 Rumble Boxing Round 2	Midway	***	40
Real Pool	Infogrames	***	40
Red Card Soccer 20-03	Midway		57
Red Faction	THO		46
Red Faction II Reign of Fire	THO	****	63
Resident Evil-Code: Veronica X		88884	48
Roy	Seca	88886	
Ridge Racer V		99999	38
Riding Spirits		9994	61
Ring of Red		****	43
RLH Run Like Hell	Interplay		62
Road Trip	Conspiracy		61
Rocky		***	64
Robot Alchemic Drive		***	63
Robotech Battlecry		***	62
Romance of the Three Kingdoms VIII		-	60
Rugby		**************************************	48
Rumble Racing		***	45 48
Rune Viking Warlord Rygar The Legendary Adventure	Toemo	888 88881	64
Salt Lake 2002		@@(55
Savage Skies		***	56
Scooby-Doo: Night of 100 Frights		***	58
-			

The Scorpion King: Rise of the Akkadian Universal ®®

REPLAY

FORUM THE SIMS

Here's a little thing that can make The Sims go a bit quick Never Take Out the Garbage trick! Here's how you do trash bin or yarbage compactor s full, go to empty it, then drop it on the floor by press ing @ to stop the: action. Then, clean into the trash bin or compactor. Here's the thing. It will count as only one piece of garbage By doing this all the time, you will notice that you never have to go out to the

front yard! 1000island.net

trash can in the

TRIBES ASSAULT CHATTING IT UP add CHAT-TEST to your buddy list in menu on certain servers, Servers with arrows next to themnames like Shazbot!—attow you to use this

Press U during the game to arin up a chat menu. At the start, the menu has four sections for example, if

you want to say hi, first select Global with the 🕲 button. At Greetings, you'll press the button your message. If the message you want is on the right. press O. If it s on the left, press O in order to get rid of the Chat menu without selecting any thing, just press R2. dsxsuperfly@

notmail.com

GAME	PUBLISHER	SCORE	95l
Seek and Destroy	Conspiracy	***	-
Sega Bass Fishing Duel	Sega	***	
Sega Soccer Slam	Sega Sports	**	,
Sega Sports Tennis	Sega Sports	****	1
Shadow Hearts	Midway	***	
Shadow of Destiny	Konami	***	
Shadow Man Zecond Coming	Acclaim	**	
Shaun Palmer's Pro Snowboarder	Activision	@@4	
Shifters	300		
Shinobi	Sega	***	
Shox	EA Sports Big	***	
Shrek Super Party	TDK Mediactive	⊕⊕4	
Silent Hill 2	Konomi	-	
Silent Scope	Konami	***	
Silent Scope 2	Konami	***	۰
Silent Scope 3	Konami	-	
Silpheed The Lost Planet	Working Designs	***	
The Simpsons: Road Rage	EA Games	600	
The Simpsons Skateboarding	EA Games	-84	
The Sims	FA Games		

· At the Main menu, press R1, R2 L1, and L2 simultaneously to

- bring up the Cheat menu
- · Type in MIDAS and press Done
- · Start Get A Life mode
- · Get into the hot tub with the girl
- Press Start · Choose Quit
- · Choose fust Ourt
- Atlus ®®®® Sky Gunner Sky Orlysspy Artivision (R/B/B) Sled Storm EA Big @@@ Sly Cooper and the Thievius Raco
- ony CEA 水水水水水 62 Smash Court Tennis Pro Tournament Namco ®®®® Budene 9-9-901 39 Sweggier's Run
- Smuggler's Run 2: Hostile Territory Rockstar **** 52 Soccer America: International Cup Hot-B 989 AR EA/Lego @@@# 14 SOCOM: U.S. Navy SEALS Sony CEA ##### 60
- UNLOCK LEVEL SELECT Beat the game on the Lieutenant Junior Grade rank to unlock the Level Select ontion UNLOCK THE MULTIPLE GRENADE LAUNCHER Beat the game three

times to unlock the MGL (Multiple Grenade Launcher)

USE TERRORIST WEAPONS Beat the game with an Ensign rank Soldier of Fortune Maiesco ®®®

Soul Reaver 2 Eidos 🕏 🕏 🕏 Infogrames ®®4 Space Race Spider-Man Activision @@@@@ 57 Solashdown Infogrames *** Splinter Cell Sony CEA ********** 68 Midway 88884 50 Spy Hunner Vivendi Universal @@@ Spyro. Enter the Dragonfly 64

SSX: Tricky	EA Sports 866	李爷爷爷爷	52
Star Trek Voyager Elite Force	Majesco	***	53
Star Wars Bounty Hunter	LucasArts	***	64
Star Wars The Clone Wars	LucasArts	***	65
Star Wars Super Bombad Racing	LucasArts	**	45
Star Wars Jedi Starfighter	LucasArts	888 (56
Star Wars Racer Revenge	LucasArts	****	55
Star Wars Startighter	keçaşArts	****	43
State of Emergency	Rockstar	***	55
Stitch: Experiment 626	Sony CEA	⊕⊕(59
Street Fighter EX 3	Capcom	⊕⊕⊕€	39
Street Hoops	Activision	9994	60
Stretch Panic	Conspiracy	***	47
Stuntman	Infogrames/Atan	⊕⊕⊕	59
Sub Rebellion	Metro 3D		62

Suskaden III

Summoner

Summoner 2

Sunny Garcia Surfing

Super Bust-A-Move 2

Super Bust-A-Move

Konamı ***

тно ⊕⊕⊕ 39

THO ### 62

Ubi Soft ⊕⊕⊕€

Acclaim *** Ubi Soft 68-98-98-9 63

ES Course DSC - d- d- d-

SPLINTER CELL

Fourteen tips you must know to survive in Tom Clancy's latest adventure

Tom Clancy's Splinter Cell is the best tactical-espionage jaunt since Solid Snake visited Alaska. Where do! leave the bodies? How do prevent being winged by automatic turrets? Why aren't those barrels exploding? How do I throw gas grenades without an embarrais ing miscalculation? My combat fatigues are chafing; where do I dab the ointment? All but one of these questions are fully explored to our exclusive action chart to getting the most out of your surreptitious infiltration. Brought your way by the operative at Prima Gimes







Although both weapons are suppressed, the Five-7 pistol produces less sound than the SC-20K, making it ideal for taking out cameras and lights when enemies are within earshot. Still, the sound of the bullet's impact is usually enough to attract a guard's attention, so make sure guards are a good distance away from your intended target





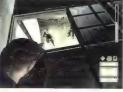
The problem with using deadly force is told it can set off alarms and lead to additional engineers mies joining the fight. That's why it's important to limit the killing and make sure you can control the cit. 1. As a general rule, before killing someone, ask yourself if there is another way Often there s.





You will most often use distractions and diversions to ture enemies into positions where you can incapacitate them. In later missions, you will have access to a diversion camera. This is a great tool that you can fire at a wall. Once stuck there, it can make a noise to attract an enemy Draw him near, then knock him out with the gas function





Gas grenades are great for knocking out tight enemy clusters, but the gas an ster wit boun e around a great dowafter exiting the SC-20K. Once the grenade comes to a rest, it emits a large gas cloud. The longer oncomes on a place to the could, the more likely they are to palls out. Stay away from the cloud until the gas discipates or you in ignito taxo damage.





Alarm panels can be found throughout most missions and can be activated by either enemy guards or civilians. Be careful, if alerted, enemies (and civilians) will run to the nearest alarm panel, and once an alarm is sounded, expect more enemies to appear. Not only does the presence of more enemies make your job harder, it could also result in Lambert pulling the plug on the entire operation





Shooting oil barrels may not always produce the explosive result you expect. Instead of exploding, the o may harm essiy pool onto the floor if this happens, fire another round at the ox pool to spank the destriction you're coxing for Granades also work we canditrigger almore violent reaction. But stand back-you don't want to get caught in the secondary explosions.





When firing airfoil rounds with the SC-20K, aim for the enemy's head to deliver an incapacitating blow. Hitting an enemy anywhere but the head will only temporarily stun him, requiring you to either fire a second round or strike him. The only exception. You can hit guard dogs anywhere to produce an instant knockout





Automated turrets aim by tracking a target - heat signature. To distract a turret, throw a lit flare in the opposite direction of your movement. This should give you enough time to move around the turret's firing arc. When possible, use this opportunity to get behind the turret and disable it.

- manual to the more operational statement of the concession of

STEALTH WINS CHAMPIONSHIPS

When lethal force is necessary, avoid firefights. Instead, use your weapons when the enemy is not expecting it Before shooting, find a dark area with some cover Set up your shots and plan out the engagement before you fire the first shot. If there are two enemies to eliminate, decide which to shoot first and consider how the other enemies may respond

WATCH YOUR STEP!

Different surfaces produce different sounds as you move across them. For example, Sam can quickly move across surfaces like carpet and grass without attracting much attention Rushing over surfaces like tile, wood, metal, and snow, however, often alarm nearby enemies, causing them to investigate

BOTTLES AND CANS, CLAP YOUR HANDS!

Throughout some missions, you ll find bottles and cans that can be picked up and thrown. Cans just make noise, while bottles break and leave glass around an area. Throw a can or bottle in one direction to divert enemies' attention, or lure them away from their positions so you can slip past

IT'S GETTING HOT IN HERE

Rolling allows you to move through flames without taking damage. It's easiest to roll from an upright position while running at full speed. Begin the roll just before reaching the flames and allow the movement to carry you through the hazard unscathed Rolling is also a good way to avoid enemy fire when rushing across open areas

DEATH FROM ABOVE

Whenever possible, look for opportunities to perform the drop attack. Not only is this a quick way to incapacitate an enemy, but it also silences your fall Take the high ground and look for ways to get above an unsuspecting enemy Dropping from pipes does the job, too; just make sure you're lined up with the target before letting go

PDA'S ARE SO FRICKIN' USEFUL

Often, you can glean codes for keypad locks from data sticks. You can retrieve these from computers or fallen enemies satchels You'll automaticalby file any security codes under your PDA's Notes section. Try reading the code off the keypad itself by activating Sam's thermal vision and analyzing the residual heat on the keys. Remember, the first key will be the coolest, and the last will be the warmest.

























GAME	PUBLISHER	SCORE 1	SUE
Supercar Street Challenge	Activision	BB6	52
Superman: Shadow of Apokolips	Atan	9888	63
Surfing H30	Rockstar	⊕ ⊕	40
Swing Away Golf	EA Games	***	38
Tarzan Untamed	Libi Soft	***	52
Taz Wanted	Infogrames	9999	60
Tekken 4	Namco	未多形	61
Tilkken for Kremmer in:	Manag	等是是由于	1
Tenchu: Wrath of Heaven	Activision	***	67
The Terminator Dawn of Fate	Atan	@ @ 4	63
Test Drive	Infogrames	***	58
Test Drive Off-Road Wide Open	infogrames	***	48
Tetris Worlds	THQ	89	57
Theme Park Roller Coaster	EA Games	***	41
The Thing	Universal	他带	62
Thunderstrike: Operation Phoenix	Eidos	® € '	52
Tiger Woods PGA Tour 2001	EA Sports	-	44
Tiger Woods PGA Tour 2002	EA Sports	-	55
Tiger Woods PGA Tour 2003	EA Sports	***	63
Time Crises 2	Namco	***	49
TimeSplitters	Eidos	****	39
TimeSplitters 2	Eldes	***	63
Tokyo Xtreme Racer Zero	Crave	@@ 4	45
Tom Clancy's Ghost Recen	Ubi Selt	***	65

We searched high and low for more codes, but this was it. If you have tips, send them along, and we'll make use of them. SUPERMAN Enter L1, R2, L2, R1, Select at the Pause menu. UNLOCK ALL MISSIONS Enter ®, i.2, @, R2, Select at the Title screen.

UNLOCK ALL SPECIAL FEATURES	Enter L1, 12, R1, R2	, ®, Select	at
the Title service.			
Tong Blook's Pro Stone 3	ni antoni	tolking out	ß
Tony Hawk's Pro Skater 4	Activision	Architecture	6
Top Angler	Xicat	####	5
Top Gear Dare Devil	Kemco	####	4
Top Gun: Combat Zones	Titus	888	54
Total Immersion Racing	Empire		6
Transworld Surf	Infogrames		5
Tribes: Aenal Assault	Sierra	*******	6
Triple Play 2002	EA Sports	⊕⊛	5
Triple Play Baseball	EA Sports	8.9	4
Tsugana: Atonement	Atlus	@@ @	5
Turok Evolution	Acclaim	⊕€	6
Transplanta : 6.000	3650	100000	į,
Twisted Metal: Black Online	SCEA	***	6
Ty the Tasmanian Tiger	EA Games	***	6
UFC Throwdown	Infogrames	***	5
Unison	Tecmo	2000	4
Unreal Tournament	Infogrames	⊕ ⊕€	4
V-Rally 3	Infogrames		6
Vampire Night	Namco	@@G	5
Vexx	Acclaim	⊕ ⊕	6
Victorious Boxers	Empire	@@@G	5
Smart Species	Seo	网络用用	1
War Jetz	300	SPORTO .	4
War of the Monsters	Sony CEA	****	6
Warriors of Might & Magic	300	BB4	4
Wave Rally	Eidos	₩ €	5
Way of the Samurar	Barn	BBB	5
Whirl Tour	Vivendi Universal	**	6
Whiteout	Konamı	66	6
Wild Arms 3	Sony CEA	(B) (B) (B) (B)	6
Wild Wild Racing	Interplay	**	3
Winback	Koei	-8888	4
Wipeout Fusion	Barn	*************************************	5
Wizardry- Tale of the Forsaken Lan	rd Atlus	@@@	5
Woody Woodpecker Buzz Buzzard			5
World Destruction League Thunde		@@@	4
World of Outlaws Sprint Cars	Infogrames		5
World Series Baseball 2K3	Sega Sports		6
World Soccer: Winning Eleven 61		****	
World Tour Soccer 2002		***	5
World Tour Soccer 2003	-	8888	6
WRC: World Rally Championship		****	
Wreckless The Yakuza Mussions	Activision		6
*********** THE PRIVER PRISONERS	CACHAEROLI	~~	ď

THE GETAWAY

Fancy toolin' around town in a primo perambulator?

If you love The Getaway, look no further

Drop in on Hammond's manor and he'll 'ave you round for a quick squizz at some dodgy motors Hidden ones. There are 12 of these bleeders, here s where they are, which modes they're in, and how much of a laugh they are. Try to finish all 24 missions of The Getaway, choose Free Roaming mode from Extra Features, then start ver larkin' about!

The M72 is easier to secure than a dodgy DVD player easy indeed) You. begin Free Roaming mode with this bad boy Gun the engine, guvnor Like you mean it, now



Saab 9x

Would you like to test-drive a Saab? Piece of cake Or scone Whatever From the start of Free Roaming mode, drive to the lowest level of the NCP car park in Chinatown, and there's your new Saab 9x. As you leave ponder this. Why do Saabs have heated rear windows? To keep your hands warm when you re pushing them! Ha! A joke at Saab's expense Good times. If you're like us, you'll nick this bucket of bolts just to wreck it. Try driving the wrong way in one of London's many traffic circles. Ten (meaningless) points per circuit. Challenge your mates! Or don t

Go-Kart, TVR, Lotus M250. and Nissan Skyline

Let's snag four of the 12 hidden cars straightaway From where you start Free Roaming mode, make a 180-degree turn. Drive forward to the T-junction and take a right (the smaller images, below right, illustrate the correct routel. Go forward a bit, then turn right again at the four-way intersection. Head toward Marble Arch, turn left and merge with traffic, and then immediately follow the road around to the right. Drive forward (Hyde Park should be on your left). Keep going until you come to the grass-covered island in the road Go over the island and through the gate (which is usually closed), and then drive up the path to the mansion You'tl find the Nissan Skyline and the TVR out front Head into the garage, where you'll find the comedic go kart and the Lotus M250. That's four delicious autos to choose from already (well, three delicious autos and a go-kart), and we rejust getting started. If you are so inclined, please indulge in a doughnut or two on the lawn before leaving the premises. After stealing cars (not to mention breaking and entering), what's a little vandalism?





Golf Cart

From the front gate of the mansion, turn right and drive forward. When you see two gray posts on the left, turn into Hyde Park. Drive on the path until it splits in two and there is a large clearing in front of you (see small pics). Look for the cart near two large hedges on the right. Then prepare for embarrassing antics at lawn mower speeds. Try out this motorized





White Nissan Skyline

This insane combination of import power and funky fresh styling is just waiting for Nissan to grow botlocks and release it Stateside, Until then, at least we can drive it in virtual London Start at the entrance to Charlie's Warehouse Turn right then right again, and then left onto the main road Drive forward and take the first right lat the light-blue



shop called Minty| Turn right at the next intersection, you'll be driving against traffic (see small picture, right). Look for a pile of cardboard boxes on the left. Stroll behind the boxes to find the white Skyline Press the

accelerator and savor the madcap speeds of this beast

Hi-let Pickup

If you want to fulfill your "Cockney chimney sweep" fantasies, you'll need the proper set of wheels. Get to the mansion gates, turn around, and drive straight down the road Eventually, you'll see a trail heading into Hyde Park. Follow the trail until you spot a blue hut that looks like Doctor Who's Tardis, but fatter Yes, that's the pickup in front. They really are that small in Blighty













Peugeot 306 Street Racer

To access one of the best street-racing cars you ve never heard of [think Subaru WRX with added Frenchness), begin your search on Westminster Bridge, facing the Houses of Parliament Gaze at the marvel of Gothic architecture (the pointy building with the big clock, then head west. Drive past Big Ben, and when you reach the first intersection, hang a left. When you get to the roundabout, turn right. Follow the long stretch of blue boards on the right side of the street until you reach a gap with a pile of cardboard boxes in it Boldly drive through the boxes! The Peugeot 306 is waiting in this underground car park behind the hut It's here in both Normal and Free Roaming modes It's a horrific yellow color, too!







Lotus Esprit

This is a classic, popularized by the quintessential English gent. No, not Liam Gallagher, we're talkno about the second-best James Bond of all time, Roger "Piece" Moore. To find the car, start from Charlie's Depot. Head straight through the gates and turn right. Then push your accelerator pedal to the floor because you've got a long and tedious distance to travel in a straight line. Keep driving (and driving) until you spot a turnout on the right. Follow the turnout to the very end, then swing around behind the building. Look for an alcove on the right, you'll find the Esprit parked ins de It's available in both Normal and Free Roaming modes. Unlike Bond's version, this one doesn't have far-fetched aquatic abilities







Tank

This is available in Free Roaming and Normal modes. Once you've marveled at what centuries of inbreeding can produce, turn from the front gate of Buck ngham Palace and face the Victoria Memorial Turn right, drive through the posts, and head across the small grassy area. Turn left at the junction. Continue forward, checking the right side of the roadway (or "pavement" if you're getting into character) for a pile of autumn leaves Near the trees, you'll see a gate. Drive through it to find the tank Grand Theft Auto, eat your heart out! To make irresponsible use of your newfound firepower (as we know you must), press L3 to fire the cannon! With this f repower you ll be ready, Tommy, when "ze Germans" arrive







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GAME	PUBLISHER	SCORE	HSUE
WTA Tour Tennis	Konami		57
WWE Crush Hour	THO	⊕⊕ €	68
WWE SmackDown! Shut Your Mouth	THQ	-	64
WWF SmackDown!: Just Bring It	THO	***	52
X-Men Next Dimension	Activision	***	9 64
X Squad	EA Games	***	38
Xenosaga: Episode 1—Der Wille Zur I	Macht Namco		66

MAD MONEY Need some cash to soup up your A W G S s? Head to the casino and play some video poker Anytime you get a pair or higher go doubte-or-nothing by playing the high/fow game. Use some common sense, and you'll be racking up the coins in no time Then, trade in the coins for casino prizes, and sell those prizes for rash when you return to the game

4 Yu-Gi-Oh! The Duelists of the Roses MAP EDIT If you can finish both the Red and White Rose stories you'll unlock Map Edit in the cutom due! This will let you create your own duel field for custom duels. Is there anything better?

Yanya Caballista: City Skater

Zapper Infogrames @@0 Z O E Zone of the Enders Konamı ®®®®\$ 44 Zone of the Enders: The 2nd Runner Konami @@@@@9 68

PS1 TRICKS AND

REVIEW ARC	HIVE		
007 Racing	EA Games		41
3Xtreme	989 Studios	⊛	21
40 Winks	GT Interactive	***	28
102 Dalmatians Puppies to the Rescu	ie Eidos	****	41
2002 FIFA World Cup	EA Sports	***	58
A Bug's Life	Sony CEA	⊕⊕	15
Ace Combat 2	Names	****	1
Ace Combat 3: Electrosphere	Namco		31
Aces of the Air	Agetec		64
Action Bass	Take 2		37
Action Man Operation Extreme	Hasbro	***	41
Akup the Heartless C	rystal Dynamics	-	18
Aladdın ın Nasıra's Revenge	Sony CEA	**	45
Alexi Lalas International Soccer	Rockstar	⊕	23
Alien Resurrection	Fox Interactive		38
All-Star Slammin: D-ball	Agetec		56
Alone in the Dark The New Nightma	-		47
	Morking Designs		4
Alundra 2	Activision		32
The Amazing Virtual Sea-Monkeys	Conspiracy		66
Animaniacs Ten Pin Alley		***	17
Animorphs: Shattered Reality	Infogrames		37
Ape Escape	Sony CEA		22
Apocalypse	Activision		16 52
Arc the Lad Collection \(\) Arcade Party Pak	Working Designs	*****	28
Arcade's Greatest Hits: Atari Collection			7
Arcade's Greatest Hits: Midway Collection			΄.
,	,		3
Armored Core Armored Core Master of Arena	Sony CEA		
Armored Lore Master of Arena Armorines Project S.W.A.R.M.	Agetec		
	Seel see	⊕⊕ €	31
	Acclaim 200	e e	35
Army Men 3D Army Men, Av Attack	300	€⊕⊕	35 20
Army Men: Air Attack	300 300	4 €⊕\$ ⊕⊕\$	35 20 27
Army Men: Air Attack Army Men: Air Attack 2	300 300 300	6 **** *****	35 20 27 39
Army Men: Air Attack Army Men: Air Attack Z Army Men: Green Rogue	3D0 3D0 3D0 3D0	4 *** **** ****	35 20 27 39 47
Army Men. Air Attack Army Men. Air Attack Z Army Men. Green Rogue Army Men. Sarge's Heroes	300 300 300 300 300	4 *** *** *** **	35 20 27 39 47 32
Army Men. Air Attack Army Men. Air Attack 2 Army Men. Green Rogue Army Men. Sarge's Heroes Army Men. Sarge's Heroes 2	300 300 300 300 300 300	4 **** **** **** ****	35 26 27 39 47 32 40
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Army Men: Air Attack. Army Men: Air Attack. 2 Army Men: Green Rogue Army Men: Sarge's Heroes Army Men: Sarge's Heroes 2 Army Men: World War Army Men: World War Army Men: World War - Land. See, Ai	300 300 300 300 300 300 300 300	4 **** **** *** *** ** ** ** ** ** ** **	35 240 27 39 47 32 40 34 45 39
Army Men Ar Attack Army Men Ar Attack Z Army Men Green Rogue Army Men Sange's Heroes Army Men Sange's Heroes 2 Army Men Sange's Heroes 2 Army Men World War Army Men World War - Final Front Army Men World War - Land, See, Al Arthus! Ready to Race	3D0 3D0 3D0 3D0 3D0 3D0 3D0 3D0 3D0 5Fe Learning Co.	0 0000 0000 0000 0000 0000 0000 0000 0000	35 20 27 39 47 32 40 34 45 39 42
Army Men Ar Attack Army Men Fan Rogue Army Men Sen Rogue Army Men Sen Rogue Army Men Sange's Heroes Army Men Sange's Heroes Army Men Wolfd War Army Men Wolfd War Army Men Wolfd War - Final Front Army Men Wolfd War - Land, Sea, Al Arthul Ready to Race Assault	3D0 3D0 3D0 3D0 3D0 3D0 3D0 3D0 3D0 1r 3D0 Ir 3D0 If Learning Co.	4 ************************************	35 20 27 39 47 32 40 34 45 39 42 15
Army Men Ar Attack Army Men Far Attack 2 Army Men Sieren Rogue Army Men Sarge's Heroes Army Men Sarge's Heroes 2 Army Men World War Army Men World War - Final Front Army Men World War - Final Front Army Men World War - Land, Sea, Al Arthur! Ready to Race Assault Asserteds	3DO 3DO 3DO 3DO 3DO 3DO 3DO 3DO 3DO 1r 3DO Ir 3DO Ir Learning Co. Midway Activision Infogrames	4 ************************************	35 20 27 39 47 32 40 34 45 39 42 15
Army Men. Ar Attack Army Men. Fare Rogue Army Men. Sere Rogue Army Men. Sere Rogue Army Men. Sarge's Heroes Army Men. Sarge's Heroes Army Men. World War Army Men. Wor	3DO 3DO 3DO 3DO 3DO 3DO 3DO 3DO 3DO 1r 3DO Ir 3DO Ir Learning Co. Midway Activision Infogrames	1 **** ***** **** *** *** *** *** *** *	35 20 27 39 47 32 40 34 45 39 42 15 16 53
Army Men Ar Attack Army Men Freen Rogue Army Men Seren Rogue Army Men Sage's Heroes Army Men Seres Heroes Army Men Seres Army Men Seres Army Men Seres Army Men Seres Army Men World War - Final Front Army Men World War - Land, Sea, Al Arthuri Ready to Race Assault Asserolds Assa Army Men World Alams Asserolds Assa Alam Anniversary Edition Redux Alams. The Lost Empire	3DO 3DO 3DO 3DO 3DO 3DO 3DO 3DO 3DO 1r 3DO In Learning Co. Midway Activision Infogrames	1 (***) (**) (**) (***) (35 20 27 39 47 32 40 34 45 39 42 15 16 53 48
Army Men. Air Attack Army Men. Fan Air Attack Army Men. Fan Rogue Army Men. Sange's Hernes Army Men. Sange's Hernes Army Men. World War Arthuril Ready to Race Assault Assault Alanta. The Lost Empire All TV. Quad Power Racing	3DO 3DO 3DO 3DO 3DO 3DO 3DO 3DO 3DO 10 3DO 3DO ACTIVISION Infogrames SCEA Acciann	1 **** **** **** *** *** *** ***	35 20 27 39 47 32 40 34 45 39 42 15 16 53 48 39

RPGs FOR YOU AND ME

This month, it's .hack, Dark Cloud 2, and Xenosaga

.hack//INFECTION

SO YOU WANNA RAISE A GRUNTY ...

Grunties are highly revered in 'The World' Although they resemble large pigs, they can speak and trade just as well as any player character Once Kite reaches the U server and visits the Grunty Ranch, he'll have the opportunity to raise a Grunty from childhood through adolescence, and into adulthood Raising a Grunty may seem simplistic at first-Kite needs only to feed it to help it grow-but a Grunty's stomach is very sensitive, and the wrong food at the wrong time could stunt its growth

Hungry, hungry Gruntles There are 16 varieties of Grunty food to collect from the fields and dungeons. Each food type has a certain impact on the following Grunty characteristics, size, body odor, rebel, brutality, intelligence, and purity. The Grunty's size is its most critical attribute, because it dictates when the Grunty matures However, each category plays a role in determining the type of Grunty it il grow up to be

Kite's interaction with his Grunty is pretty limited at first, as the Grunty will merely ask for food. While the Grunty is a Little Grunty, its requests are very general, and Kite should simply feed it whatever food types he has the most of. The food's effect is displayed in the

GET THE GRUNTY VOILVE ALWAYS DREAMED AROUT!

Once a Grunty reaches ful, size and matures into one of the three adult types (there are even more types of Grunties in future volumes of hack), K te can trade with it for rare and valuable items. Below are the regulrements for each of the three Adult Grunties in hack//INFECTION

Noble Grunty gives Kite the Grunty Flute, which he can use to call the Grunty when he's in the I

Attribute Required Rating Size 30 Body Odor Rebel N/A N/A Brutality Intelligence N/A Purity NI/A

Iron Grunty will hook you up with the Master's Axe for Piros and the Flame Sword for BlackRose

Attribute Required Rating

Size	30
Body Odor	0 to 20
Rebei	-5 to 15
Brutality	10 to 30
Intelligence	5 to 25
Purity	-5 to 15

Poison Grunty has some great weapons. Get the Claymore for BlackRose and Charged Axe for Piros Attribute Required Rating

Size Body Odor 0 to 20 Rebel -5 to 15 Brutality 10 to 30 5 to 25 Intelligence Purity -5 to 15

data chart: The numbers in green show a positive effect, whereas the orange numbers reflect a decrease in the Grunty's rating. Some food types will not affect every attribute. Continue feeding the Little Grunty until its size rating reaches 5 This is when it experiences its first growth spurt Give your Grunty what it wants. Once the Little

Grunty begins to show signs of growth, its food requests become more specific. Talk to the Grunty to see what it would like to eat. At this stage, the Grunty will merely hint at what it would like to eat. Each request is followed by a vaque description of where the food is located, such as "by a big cocoon. Although Kite can continue to feed the Grunty random food during this stage, it's much harder to raise an Iron Grunty or Poison Grunty if these requests aren't met. Use the table below to decipher the Grunty's hints

The right food for the right Grunty When the Grunty reaches a size rating of 10, it is an adolescent and becomes Grunty the Kid. At this point, the Grunty starts to make specific requests for food. Although Kite can successfully raise a Noble Grunty by feeding the beast any food type, it's best to pay strict attention to the Grunty's requests and feed it the food it wants, even if it means collecting more food and returning with it later, Grunty the Kid will undergo another growth spurt once it reaches a size rating of 20. Its final growth spurt occurs when it matures and becomes an Adult Grunty



ed 1	700	Grunty Clue	Size	Body Odor	Rebel	Brutality	Intelligeage	Purity	Controlling Keywo
F	Coroyceps	Near a large statue of Buddha	+1	+2	+2	N/A	+2	+4	Part B. Someone's
	Grunt Mints	Near a very hot square face	+1	N/A	+4	-4	-2	-1	Part C. Great Seal
	En Pumpkin	Near a huge cocoon	+1	-3	-2	+3	+5	N/A	Part C Paradise
	Mandragor	Near pointed towers	+1	+5	N/A	+4	-4	-4	Part C Aqua Field
	Nushmom	In the shadow of mushroom boulders	+1	-4	-3	N/A	-3	-3	Part C Hypha
<u>a</u>	On No Melan	Near barnacles	+1	+3	+1	-1	+1	N/A	Part B: Destroyer's
E	Piney Apple	Deep in the green forest	+1	N/A	-4	+5	+4	-2	Part B. Solitary
P	Root Vegetable	By a wall at end of the labyrinth	+1	-2	-1	+2	N/A	+3	Part C: Fort Walls
a .	Snaky Cactus	Near ribs that were once an ocean	+1	+1	+5	-2	-1	+2	Part C: Fiery Sands
N	(Wilight Onion)	Near a very strange old weapon	+1	+4	+3	-3	N/A	+1	Part B: Gluttonous
	White Cherry	Near a very cold pillar	+1	-1	N/A	+1	+3	+5	Part C White Devil
	Near Cot Eps	Deep in a very fancy gallery	+2	-1	-3	+1	+2	+3	N/A
100	Noody Egr	In stomach of a very scary monster	+2	+1	+3	N/A	-3	-1	N/A
3	Golden Eps	A few grow inside an important story	+2	N/A	N/A	N/A	N/A	N/A	N/A
2	Immature Egg	Deep in a very dark labyrinth	+2	-3	-1	+3	+2	+1	N/A
	Invisible Egg	Inside a very deep cave	+2	+3	+1	N/A	-1	-3	N/A

Both Dark Cloud 2 and .hack//INFECTION let you carry over save files into the games' sequels





Dark Cloud 2

STARTING WEAPONS **ULTIMATE WEAPONS**

One of the coolest aspects of Dark Cloud 2 is the option to build up your weapons, and eventually 'o morph them into new and different weapons. Naturally, the goal is to create an Ultimate Weapon-a powerful fighting tool that II vanquish your foes with ease. Here's a flow chart illustrating the various pathways to reaching all the different weapon types. This month, we're covering Max's weaponry Next month, we'll bring you Monica's swords and magic





Xenosaga

SEGMENT ADDRESSES

During the time spent on the Woglinde, Shion meets Sergeant Swaine, who presents her with a special item called a Segment File. Though almost empty at first, it quickly becomes a key item for exploring the hidden areas of the world and obtaining unique items. There are 18 separate Segment Addresses-each behind a special red door, often in an out-of-the-way .ocation-and 18 Decoders that act as keys for these doors. Bring the Decoder to its matching Segment Address and you can unlock the door and obtain the special prize inside. Look carefully—the doors and keys are usually well hidden

を対した。 ・ ・ ・ ・ ・ ・ ・ ・ ・ ・ ・ ・ ・ ・ ・ ・ ・ ・ ・	AME TO AME AND
Open up all th	ne hidden doors.

Address Location	Decoder Location	Prize
Kukai Foundation—On the roof of the linn, on the far right of the highest doorway leading onto the roof	Durandal—On the nght (starboard) side of the park under a tree, after speaking to Pink Bug in the Foundation	Robot Head
Dock Colony—Basement of the store Talk To Me	Song of Nephilim—Won after defeating the Athra 26 Series, in a destroyable crate in the second tower	Robot Part Body
Kukai Foundation—Behind a destroyable shelf in the cleaners	Encephalon—In Bunnie's home in the forest	Robot Part Right Leg
Pleroma—Path to the shrine 2F	Pleroma—Won after defeating the Mercuno A.G.W.S. that was previously distracted by a crane	Thief Ring
Encephalon—Near ext of park sewers, through manhole	Durandal — In the armory	Double Buster
Proto Merkabah—In the control room, 44F, after defeating the Proto Dora	Proto Merkabah—Won after defeating the Proto Dora	Trauma Plate
Woglinde—Across from Sgt. Swaine	Woglinde—Given by Sgt. Swaine during the Gnosis attack	Robot Part Right Arm
ElsaComdor B2F; just north of lower-level save point	Foundation—Received from a girl in the Iron Man bar after finishing the Fish Detector quest	Robot Part Left Leg
Cathedral Ship— Research lab 3F	Cathedral Ship—In a chest after exting the mail	Robot Part Left Arm
KOS-MOS Simulator Inside building 1F, down the ladder	Eisa-Catapult deck—To the left (port side) area, unlocked by finding and using the	2 Booster Pack

	Address Location	Decoder Location	Prize
11	U-TIC Battleship—	Pleroma—Found in a	Coat - Ice
	Soldier Room	destroyable statue in the	
		second guarded sectron	
12	Song of Nephilm—	Encephalon—At the top of a	W Hammer Rod
	Second Tower 3F	ladder in the sewers	
13	Cathedral Ship — Mall 1F,	Kukar Foundation—In a chest	Samurai Heart
	Warehouse section	on the roof, to the	
		far left of the highest	
		opening onto the roof	
14	Elsa—Catapult Deck	Song of Nephilim—Found in	Speed Shoes
		a destroyable box, first	
		tower 5F	
15	Encephalon—	Cathedral Ship —Won after	Angel Ring
	Near subway ticket booth	defeating the Hydra in the	
		mall's Costmary flower shop	
16	Woglinde—Corndor to	U-TIC Battleship — Beyond the	Stim DX
	Com Room, north and	door locked by the U-TIC card	
	nght (starboard) of the		
	bridge elevator		
17	Proto Merkabah—	Song of Nephilim—Yower 3,	BLOOD9
	Research Lab 43F	in a chest on a ledge	
18	Woglinde—Corridor	WoglindeBeyond	Coat ·
	to Shion's Quarters	destroyable window in the	Lightning
		command center	
Ξ			Vand.



ONLINE: SOCOM U.S. NAVY SEALS

Our feature got you in the mood? Here are two more maps to wet your whistle



Abandoned

AVOID THE OBVIOUS After ix months of constant play. most SOCOMers have shunned the obvious sniper

spots. Instead of heading under the main temple or over the short tunnel, why not try this spot? A couple well-placed jumps will give you the run of the ridge

- PLAY THE ANGLES If you're heading down this side of the map, try to keep this large from in front if your if it contag it harder for enemies coming from the apposite direction to get a bead on you
- O DOORWAY LURKERS Here's something of an underused spot: Nestle yourself deep in the doorway of the terror sts temple. You is be well defend ed and will have a fairly wide view of that end of the map 4 LEDGE-ENDARY Hop over
- the wall on the top of the central temple and run around the outside edge Go prone for added fun

Night Stałker

O SNIPING 101 Do not miss this choice roost. Just hop onto that stone wall at the end of the ridge and work your way up. You might want to lob a grenade up there first, just to be safe

Q LOWER HEIGHTS This roof is another good sniper spot, but don't expect to stay hidden for long Best to use it to quickly scope enemy positions then get the heck out

(3) UPPER HEIGHTS Here's a toughie, but it's worth the effort if you can pull it off Jump from the lowermost set of stairs onto this mountain to gain an almost unassailable position

WALLS OF DOOM Either team can ready their grenades and rush into this pinch point, letting fly over the walls. You'll stand a fair chance of capp ng someone Once they catch on, move further down the middle and bomb 'em from the side



GAME	PUBLISHER	SCORE IS	SUE
Azure Dreams	Konamı		10
Backstreet Billiards			15
Bal Breakers			36
Ballistic Baseball 2000	Infogrames Interplay		27
Bass Landing		9999	26
Bass Rise	Bandar		28
Batman & Robin	Acclarm	*	13
Batman Beyond: Return of the Joker	Ubi Soft	ą	39
Batman Gotham City Racer	Ubi Soft		46
Battle Hunter	Agetec		48
Battletanx Global Assault	3D0		31
Beast Wars Beyblade	Hasbro Crave		66
Big Air	Accolade		20
Big Bass Fishing	Take 2		58
Big Ol' Bass 2	Konami	90909	45
	Gotham Games	***	68
Billiards	Agetec	@⊕6	45
Bio FR E A K S	Midway	@ @	10
Black Bass with Blue Marlin	Hot-B		29
Blade	Activision		41
Blast Lacrosse	Acclaim		48
Blast Radius Blaster Master Blasting Again	Psygnosis	**************************************	19 38
Blaster Moster Blasting Again Blasto	Sony CEA		8
Bloody Roar	Sony CEA	(B)	6
Bloody Roar 2	Sony CEA	****	21
Blues Big Musical	THO	***	46
Board Game Top Shop	Agetec	***	45
Bomberman Fantasy Race		** 9	19
Bomberman Party Edition	Vatical		38
Bomberman World		201	13
The Bombing Islands		201	47
Boombots	SouthPeak		27
Bottom of the 9th '97 Bowling	Ageror	多安女·1 多多	43
Boxing	Agetec	0000	45
Brave Fencer Musashi		***	
Bravo Air Race	THO	***	1
Breakout	Hasbro	**	39
Breath of Fire III	Capcom	金金年4	9
Breath of Fire IV	Capcom	***	
Brigandine Broken Sword		************	15
Broken Sword II		9881 9881	27
Brunswick Circuit Pro Bowling		(800 Mrs	13
Brunswick Circuit Pro Bowling 2		****	31
Bug Riders	GT Interactive		3
Bugs Bunny & Taz Time Busters	Infogrames		41
Bugs Bunny Lost In Time	Infogrames	8885	23
Builder's Block	Jaleco	***	35
Burstnck Wake Boarding ¹¹	Natsume		45
Bushido Blade 2 Bust A Groove	Square EA 989 Studios	9889 944	14
Bust A Groove 2		**************************************	36
Bust A Groove 2 Bust-A Move 4		8888	17
Bust A Move 99	Acclaim		19
Buzz Lightyear of Star Command	Activision		39
C The Contra Adventure	Koname		12
c-12 Final Resistance	Sony CEA		58
Caesar's Palace 2000	Interplay		41
Caesar's Palace II	Interplay		15
Capcom vs. SNK Pro		***	60
Card Games	Agetec	96	50
Cardinal SYN	Sony CEA	888	9
CART World Senes		***	3 41
Casper Friends Around the World Castlevania Chronicles	Sound Source	(8) (8) (8) (8) (8) (8) (8) (8) (8) (8)	
La Havania Chronicles			>0
Castrol Honda Superbike	Electronic Arts		_
	Hasbre		
Centipede	LIGZOLE	(B)	22
Championship Bass Championship Motocross 2001 Feat Ricky	EA Sports	***	

GAME	PUBLISHER	SCORE IS	SUE
Championship Motocross Feat. Ricky Carmich		***	25
Championship Surfer		⊕⊕⊕	41
Chessmaster II	Mindscape	***	23
Chicken Run	Eidos	-	41
Chocobo Racing Chocobo s Dungeon 2	Square EA Square EA		23
Chocobo's bullgeon 2	Snume EA		36
Circuit Breakers	Mindscape	***	12
Civilization II		***	18
Clock Tower		***	2
Clock Tower II: The Struggle Within Colin McRae 2.0	Agetec		28
Colin McRae Rally	Sony CEA	***	30
Colony Wars	Psygnosis	****	4
Colony Wars. Red Sun	Psygnosis	***	31
Colony Wars Vengeance	Psygnosis	\$ \$ \$ \$ \$ \$	14
Command & Conquer Red Alert	Sony CEA	2224	17
Contender 2	Bam		41
Seef Boarders 2		***	74
Foof Boarders 3	989 Studios		
Coo Boarders 2001	Sony CEA		30
Countdown Vampires	Bandar		32
Covert Ops Nuclear Dawn	Activision	9-9-1	34
Londy Specimen 2	Anny CEA		1
(rash Bash	Sony CEA		145
Crash Bash	SCEA/Universal Interplay		39 12
Crinical Depth	GT Interactive		3
Later Control of the	No lampacine	9888	
Croc 2	Fox Interactive		22
Crossroad Crisis	Magetec		50
Crusaders of Might 8. Magic	3D0	***	30
CyberTiger	EA Sports		27
Dance Dance Revolution	Koname	****	42
Dance Dance Revolution Disney Mix		****	49
Dance Dance Revolution Konamix Danger Girl		****	57 39
Dark Omen	Electronic Arts		9
DarkStalkers 3		***	16
Darkstone	Take 2	***4	43
Dave Mirra Freestyle BMX		***	38
Dave Mirra Freestyle BMX Maximum David Beckham Soccer	Remix Acclaim Majesco		47 61
Dead in the Water		991	17
Dead or Alive		****	8
Deathtrap Dungeon	Eidos	⊕⊕4	9
Deception III: Dark Delusion		****	31
Delta Force Urban Warfare Demolston Racer	Novalogic Infogrames	***	61 26
Destrega			16
Destruction Derby Raw		***	39
Devil Dice		***	13
Dexter's Laboratory Mandark's Lab? Diablo	Electronic Arts	****	59
Die Hard Trilogy, Viva Las Vegas	Fox Interactive		31
Digimon Digital Card Battle		***	48
Digimon Rumble Arena	Banda		55
Digimon World Digimon World 2	Banda: Banda:		36 46
Digimon World 3		90 SE S	46 57
Diginion world 5 Dina Crisis		8888	25
Ding Crisis 2		****	38
Disney's Dinosaur	Ubi Soft	⊕0	36
Disney's Treasure Planet	Sony CEA		64
Donald Duck Goin' Quackers Downhill Mountain Bike Racing	Ubi Soft Activision	888	39 27
Dracula: The Last Sanctuary	DreamCatcher		56
Dracula: The Resurrection	DreamCatcher		48
Dragon Ball GT	Banda	⊕⊕	4
Dragon Tales: Dragon Seek	NewKidCo		45
Dragon Valor	Namco	***	38

REPLAY **FORUM**

GTA: VICE CITY LAST MISSION For anyone who hasn't beaten the last mission, here's o lin Bring grenades. They're your best friend in the end. Get some at the basketball court in Little Haiti

Spencer Congdon mmmmpower2002@ yahoo.ca

TMB ONLINE MOUTHIN' OFF Here's a chat code, so try it! In the waiting room, hit L1, L2, R2, R1 and keep hitting it until you hear a sound. Then hit O to bring up the keyboard. Nice, huh? Fay Grider Igrider@msn.com

TONY HAWK 4: GOING SHOPPIN I was wondering it you rould help me find where you go down the hill in a shopping cart, I can't find it anywhere.

uffship@ peopleps.com

Yu, Zach-man, all ymi'll need to do is complete 90 chatlenges. Once that's done, if it unlock the Pro challenges Then, pick Bam Margera as your skater and head to Alcatraz. The photographer dide will have your cart-racing assignment.

TONY HAWK 4 GOING SWIMMIN How do I unlock the aquarium in the zoo level? Puttyman

See that elephan That's the key. You'll need to shoot off the roof near the elehis head. Easy enough?

GAME	PUBLISHER	SCORE 155	SLIE
Dragon Warnor VII		***	51
Dragonseeds	Jaleco	⊕⊕	15
Otiver Land Make Special A	• 61 immorative	***	24
Driver 2	Infogrames	***	40
Ducati World Championship Racing	Acciaim	90 4	41
Duke Nukem: Land of the Babes With Wolfern: Time to Kill	Infogrames	BBB	40
Duke Nukem Total Meltdown	GT Interactive	-	5
Dukes of Harpard	Similback	86	29
Dukes of Hazzard II: Darsy Dukes it			41
Dune 2000	Electronic Arts		27
EA Sports Supercross Eagle One: Harrier Attack	EA Sports Infogrames		41
Echo Night	Annes	***	23
ECW Anarchy Rulz	Acclaim		38
ECW Hardcore Revolution	Acciaim		30
Ehrgeiz	Square EA		21
Einhänder	Sony CEA		8
Elemental Gearbolt Eleminator	Working Designs Psygnosis		11 20
The Emperor's New Groove	SCEA	0001	40
ESPN MLS GameNight	Konami		40
ET the Extra-Terrestrial: Interplanetary Wit	ssion NewKrdCo		54
Eternal Eyes	Crave		38
Evil Dead: Hall to the King		⊕⊕1	41
Evil Zone Expendable	Titus Infogrames	000	25 34
F1 2000	EA Sports		33
F1 Championship Season	EA Sports	9994	40
F1 Racing Championship	Ubi Soft	9-94	39
Family Foud	Hasbro	***	39
Family Game Pack		904	33
Fantastic Four Fatal Fury. Wild Ambition	Acclaim SNK	84	30
Fear Effect		****	31
Fear Effect 2: Retro Helix	Eidos	****	43
Felony 11-79	Asci	***	1
FIFA 98	EA Sports		4
FIFA 99 FIFA 2000	EA Sports	99894 98894	17
HFA 2001 Major League Soccer	FA Sports	00001	
FIFA Soccer 2003	EA Sports		63
The Fifth Element	Activision		15
Fighter Maker	Agetec	9994	21
Fighting Force: \$15,000 (Sept. 1)		999	23
Fighting Force 2 Final Fantasy Anthology	Eidos	**	29 26
Final Fantasy Chronicles		****	47
Final Fantasy Origins	Square Entit		67
Final Funtasy Tactics		8888	- 5
Final Fontasy VII	Sony CEA		- 1
Hnal Fontany VIII Final Fantany IX	Square EA		25
Final Fantasy IX Fisherman's Balt	Square EA	0001	39 18
Fisherman's Bait 2: Big Of Bass	Konami	889	27
Flintstones Bedrock Bowling	SouthPeak		37
Ford Racing	Empire	994	44
Formula 1 78		****	23
Formula 1 '99		9€€€	
Forsaken Fox Sports Golf '99	Fox Interactive	8999	10
Fox Sports Soccer '99	Fox Interactive		11
Freestyle Boardin' '99	Сарсоп	994	18
Freestyle Motocross: McGrath vs. F			40
Trouger	at the state of th		
Frogger 2: Swampy's Revenge		****	38
Front Mission 3 Future Cop L.A.PD.	Square E/ Electronic Arts		31 13
G-Police		****	3
G-Police 2	Psygnosis	****	25
G-Darius	THO	***	1.3
Galaga: Destination Earth		996	39
Gallerians Gallop Racer		**************************************	33 28
danop kaon			



REVIEW RECAP

Reintroducing all of those online games

AMPLITUDE

The online implementation is the best we've seen in a PS2 game. There are multiplayer modes, easily uploadable and downloadable remixes, and tools that make locating specific games and players a breeze Overall Score: 888 Online Score: 100000

ATV OFFROAD FURY 2

The poline interface is clumsy. Plus, you can't set up any race options until everyone has joined your game." Overali Score: ** Online Score: ®

AUTO MODELLISTA

"The game sucks, so how good can the online really be? Not to men-Online Score: 1000

EVEROUEST ONLINE ADVENTURES

"In spite of all of EOOA's faults-Lord knows there are plenty-the element of human interaction can turn this game around. (Yet, it doesn't.)"

MADDEN NFL 2003

"The poline rules. Now you won't have to beat up on your little brother. Plus, it's smooth and has lots of stats." Overall Score: Online Score: 🕲 🕸 🕏 🕏

MIDNIGHT CLUB 2

Nothing beats the eight-player action offered online. It's like Twisted Metal: Black Online, only at warp speed." Overall Score: Online Score: 🌑

MY STREET

"Kicking back with four friends for minigames can be a nice way to relac after a tense game of SOCOM." Overall Score: 🕳 🕏 🕏

"Dial-up is a bit bogged down with tag, but broadband is smoother than an Iverson crossover." Overall Score: (Online Score: 1000

NBA LIVE 2003

This delivers a run-and-gun type of hoops. Live seems largely infly by the end-to-end pace of the NHL." Overall Score: 🗫 🛠 🛠

NCAA BASKETBALL 2K3 "If you go to Mizzou, you can by your dest to beat that Kansas

Once the ball gets hiked in NFL 2K3, you'll love it. For those tired of Madden, this is your salvation. But

NFL GAMEDAY 2003

"It's better. A lot better, infinitely better, in fact. But it's not a Madden beater. It's not even a runner-up." Overall Score: 🖼 🚭

SOCOM: U.S. NAVY SEALS

"The game's a blast and the online aspect of SOCOM realty is quite spectacularly excellent." Overall Score: Online Score: 6



TONY HAWK'S PRO SKATER 4

"Funny, smart, richly entertaining, and superbly crafted, plus, the online portion is masterful." Overall Score: Online Score: ***

TRIBES: AERIAL ASSAULT

"If you happen into an online game against players with a lot more experience, you're going to get your ass handed to you on a very uncomfor able plate

TWISTED METAL: BLACK ONLINE

"Basically, this is the entire multiplayer mode of the original, but now playable against other people online. But there isn't as much excitement as we'd hoped for. It could really use some taunts or, at the very least, a way to communicate with the people you're playing against." Overall Score: Online Score: 1000

	_		
GAINE	PUBLISHER	SCORE 2	SSUE
Gauntlet Legends	Midway	***	32
Gekido	Interplay		34
Gekioh Shooting King Gex Deep Cover Gecko		****	67 20
Gex Enter the Gecko		***	7
Ghost in the Shell	THQ	***	4
Glover	Hasbro		28
Gold and Glory: The Road to El Dorado Gran Turismo	Sony CEA		42
Gran Turismo 2	Sony CEA		29
Grand Theft Auto		****	3.0
Grand Theft Auto 2 Grand Theft Auto London 1969	Rockstar		27
Grand Tour Racing '98	Activision		1
Grandia		****	26
Granstream Saga		***	10
The Grinch Kor Grind Session	ami/Universal	⊕⊕⊕⊕	39 34
Grudge Warners	Take 2		34
Guardian's Crusade	Activision	***	19
Gubble	Mud Duck		68
Gundam Battle Assault 2		***	62
Gunfighter The Legend of Jesse James HardBall '99	Ubi Soft Accolade		52 15
Harry Potter and the Sorcerer's Stone	EA Games	***	53
Harry Potter and the Chamber of Secre		***	64
Harvest Moon: Back to Nature HBO Boxing		***	40
Heart of Darkness	Acclaim	**	13
Hello Kitty's Cube Frenzy	NewKidEo	***	20
Herc's Adventures	LucasArts		2
High Heat Baseball 2000	300		22 43
High Heat Major League Baseball 2002 Hogs of War	Infogrames	****	43 3B
Hooters Road Trip	Ubi Soft		55
Hoshigami Ruining Blue Earth	Attus	**	53
Hot Shots Golf	Sony CEA	***	7
Hot Shots Golf Hot Shots Golf 2	Sony CEA Sony CEA	***	7 30
Hot Shots Golf Hot Shots Golf 2 Hot Wheele Turker Rackey Hydro Thunder	Sony CEA	***** ****	7
Hot Shots Golf Hot Shots Golf 2 Hot Whacis Tarks Racing Hydro Thunder IHRA Drag Racing	Sony CEA Sony CEA Sony CEA Midway Bethesda	4 6-61 8-8-64 8-8-8-8	7 30 31 53
Hot Shots Golf 2 Hot Whitese Ruding Racking Hydro Thunder HRRA Drag Racing In Cold Blood	Sony CEA Sony CEA Midway Bethesda DreamCatcher	4 6-61 6-64 6-64 6-64 6-64	7 30 31 53 49
Not Shots Golf 2 Not Wheel Turbs Racing Hydro Thunder HRA Drag Racing In Cold Blood Incredible Crisis	Sony CEA Sony CEA Midway Bethesda DreamCatcher Titus	4 6-61 8-8-64 8-8-8-8	7 30 31 53 49
Hot Shots Golf 2 Hot Shots Golf 2 Hot Wheeks Turbur Racking Hydro Thunder HIRA Diag Racing In Cold Blood Incredible Crisis Inspector Gadget Gadgets Crazy Maze Intelligent Qube	Sony CEA Sony CEA Midway Bethesda DreamCatcher Titus Ubi Son Sony CEA	**** *** *** *** *** ** ** **	7 30 31 53 49 38 50 2
Hot Shots Golf Hot Shots Golf 2 Hot Shots Golf 2 Hot Whate Table Badhy Hydro Thunder HHRA Dage Ranng In Gold Blood Incredible Crisis Inspector Gadget Gadgets Crazy Maze Intelligent Quie Intelligent Quie Intelligent Quie	Sony CEA Sony CEA Midway Bethesda DreamCatcher Titus Ubi Soft Sony CEA Activision	***** ** *** *** *	7 30 20 31 53 49 38 50 2
Hot Shots Gold I Hot Shots Gold 2 Hot Shots Gold 2 Hot Whise's Indus Radny Hydro Thumber HAR Dise Racing In Cold Blood Incredible Crists Innspector Goldget Godgets Crazy Maze Intelligence Oube Intellivision Classic Games Int 1 Supersitar Socret 98	Sony CEA Sony CEA Midway Bethesda DreamCatcher Titus Ubi Soft Sony CEA Activision Konami	**************************************	7 30 31 53 49 38 50 2 28 11
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			45
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Mainrium Force MIE Medal Of Honer Medal Of Honer Medal Of Honer MediEvil II Mega Man Legends Mega Man Legends 2 Mega Man Xa Mega Man X4 Mega Man X6 Mega Man X6 Men In Black-The Senes Crashdown	Midway Playmates Ctronic Arts Ctronic Arts Sony CEA Sony CEA Capcom Capc	****** ***** ***** ***** ***** ****	2 39 14 32 12 39 4 41 53 54
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Maximum Force MCIR Medal Of Honer Medal Of Honer Medal Of Honer Medal Will Medizul II Mega Man Legends Mega Man Legends 2 Mega Man Xa Men In Black-The Senes Crashdown Mental Slag X Puter Medal Sla	Midway Playmates Ctronic Arts Sony CEA Capcom Capcom Capcom Capcom Capcom Infogrames Konami Agetec	#6 * #6 * * * * * * * * * * * * * * * *	2 39 14 32 39 4 41 53 54 43 25 43 32 39
Maximum Force MUR Medal Of Honer Ele Medal Of Honer Underground MediEvil MediEvil MediEvil Mega Man Legends Mega Man Legends Mega Man X4 Mega Man X5 Mega Man X6 Men In Black-The Senes Crashdown Metal Gear Solid Metal Gear Solid VR Missions Metal Sig X Metar Missions Metal Gear Solid VR Missions Metal Sig X Mission Boong (Mission Bonne) Mission Boong (Mission Bonne)	Midway Playmates Ctronic Arts Sony CEA Capcom Capcom Capcom Capcom Infogrames Konami Agetec Ademasters odemasters Capcom	## ## ## ## ## ## ## ## ## ## ## ## ##	2 39 14 32 12 39 4 41 53 54 25 43 25 32 39 31
Maximum Force MILE Media Of Honor Underground Ele Media Of Honor Underground Ele Media Nama Legends Media Media Hill Mega Man Legends 2 Mega Man Legends 2 Mega Man Ka Mega Man Xa Mega M	Midway Playmates Ctronic Arts Sony CEA Sony CEA Capcom Capcom Capcom Capcom Monarm Konarm Agetec Agetec Capcom Sony CEA Capcom C	## ### ## ## ## ## ## ## ## ## ## ## ## #	2 3 39 14 32 39 4 41 53 54 14 25 43 32 39 31 41
Maximum Force MCIR Medal Of Honor Inderground Ele Medal Of Honor Underground Ele Medal Of Honor Underground MediEvil II Mega Man Legends Mega Man Legends I Mega Man Xa Mega Man X6 Mega Man X6 Men In Black-The Series Crashdown Mental Gear Solid VR Missions Metal Gear Solid VR Missions Metal Slug X "Letter pischites Micro Mamacs Micro	Midway Playmates Ctronic Arts Sony CEA Sony CEA Capcom Capcom Capcom Capcom Monarm Agetec Monarm Agetec Capcom Agetec Monarm Agetec Capcom Agetec Monarm Agetec Capcom Schuster Hasbro	## 1	2 3 39 14 32 12 39 4 41 53 54 25 43 25 43 32 39 31 41 28
Maximum Force MILE Media Of Honor	Midway Playmates Ctronic Arts Ctronic Arts Sony CEA Sony CEA Sony CEA Capcom Capcom Capcom Capcom Capcom Monami Agetec Monami Agetec Capcom & Schuster Hasbro Infogrames & Schuster	## ## ## ## ## ## ## ##	2 39 14 32 39 4 41 53 54 43 25 43 32 39 31 41 28 28
Maximum Force MCIR Medal Of Honor Inderground Ele Medal Of Honor Underground Ele Medal Of Honor Underground MediEvil II Mega Man Legends Mega Man Legends I Mega Man Xa Mega Man X6 Mega Man X6 Men In Black-The Series Crashdown Mental Gear Solid VR Missions Metal Gear Solid VR Missions Metal Slug X "Letter pischites Micro Mamacs Micro	Midway Playmates Gronic Arts Sony CEA Sony CEA Capcom Capcom Capcom Capcom Infogrames Konami Agetes Capcom & Schuster Hasbro Infogrames Midway Midway	## 1 ## 1 ## 1 ## 1 ## 1 ## 1 ## 1 ##	2 3 39 14 32 12 39 4 41 53 54 25 43 25 43 32 39 31 41 28
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Maximum Force MCIR Medal Of Honor Inderground MediEvil II Medg Man Legends Mega Man Legends Mega Man Legends 2 Mega Man Xa Men in Black-The Senes Crashdown Men In Black-The Senes Crashdown Men Mega Man Xa Men Men Mega Man Xa Men Men Massam Metal Sug X Metal Sug X Metal Gear Solid VR Missions Metal Sug X Metal Men Men Massam Metal Gear Solid VR Missions Metal Sug X Metal Men	Midway Playmates Ctronic Arts Sony CEA Sony CEA Capcom Capcom Capcom Capcom Monami Konami Agetec Molecular Konami Konami Konami Agetec Molecular Konami Konami Konami Agetec Molecular	## ## ## ## ## ## ## ## ## ## ## ## ##	2 39 14 32 12 39 4 41 53 54 25 43 25 43 25 43 28 31 41 28 28 3
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Maintrium Force MEM Medal Of Honor Underground Element of Honor Underground MediEvil II Medge Man Legends Mega Man Legends Mega Man Legends Mega Man Xa Mega Man X5 Mega Man X6 Mega Man X6 Men in Black-The Senes Crashdown Medal Slug X Electro Facilities Metal Gear Solid VR Missions Metal Slug X Electro Facilities Micro Mamiacs Micro	Michway Playmates Sony CEA Capcom Monarm Monarm Monarm Monarm Monarm Sonard Monard Mon	· · · · · · · · · · · · · · · · · · ·	2 3 39 14 32 39 4 41 53 54 43 5 43 5 43 1 9 21 33 46
Maximum Force MCIR Medal Of Honor Underground Medizvil II Medizvil II Medizvil II Mega Man Legends Mega Man Legends 2 Mega Man Xa Mega Man Xa Mega Man Xs Medal Gear Solid VR Missaons Medal Gea	Midway Pidway Pi	**************************************	2 3 3 9 14 32 12 39 4 41 53 54 43 5 42 5 43 1 9 21 33 46 60
Maximum Force MILE Medal Of Honor Underground Ele Medal Of Honor Underground Ele Medal Man Legends Meda Man Legends Mega Man Legends Mega Man Legends 2 Mega Man Ka Medal Gear Solid VR Missions Medal Gear Solid VR Missions Medal Sug X Metal Gear Solid VR Missions Medal Sug X Metal Machael G. Mike Tyson Bonne Missal Command Missas Spied's Tee Party Missale Command Misson Impossible MK Mythologies AMAI Will MILE 2000 MI	Midway Playmates Sony CEA Capcom Capc	· · · · · · · · · · · · · · · · · · ·	2 3 39 14 32 12 39 4 41 53 54 43 32 39 31 41 28 28 3 1 9 21 33 46 60 12
Maintrium Force MCIE Medal Of Honor Inderground MediEvil II MediEvil II Mega Man Legends Mega Man Legends I Mega Man Legends I Mega Man Xa Mega Man Xa Mega Man X6 Men In Black-The Senes Crashdown Medal Slug X Pulcar Seventies Micro Mannacs Micro Micr	Midway and	· · · · · · · · · · · · · · · · · · ·	2 3 39 14 32 39 4 41 53 54 32 39 31 41 28 28 3 41 33 46 60 12 32 32 33 46 60 12 32 33 46 60 60 60 60 60 60 60 60 60 6
Maximum Force MILE Media Of Honor Inderground Media Of Honor Underground Media Will Media Man Legends Mega Man Legends Mega Man Legends Mega Man Legends Mega Man Xa Meda Gear Solid VR Missions Medal Gear Solid Met Mission Missions Micro Maniaca G. Mike Tyon Boung The Missadventures of Yon Bonne Mission Impossible MX Mythologies MALE 2001 MILE 2000 MI	Mickway Mickel M	· · · · · · · · · · · · · · · · · · ·	2 3 39 14 32 12 39 4 41 53 54 43 32 39 31 41 28 28 3 1 9 21 33 46 60 12
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Percentage of PS2 owners that should try PaRappa The Rapper, oven if it is on PS1



THE OTHER PS2 PRIMAL

There's not much modeling in Sony's Phinal, but there was plenty in Atlus' perverse Primal Image.

GAME	PUBLISHER	SCORE	ISSUE
Monopoly	Hasbro	安安安	- 5
Monster Rancher 2	Tecmo	****	26
Monster Rancher Battle Card Episode II	Tecmo	***	36
Monster Rancher Hop-A Bout	Tecmo	***	41
Monster Seed	Sunsoft	**	20
Monsters. Inc	Sony CEA	****	51
Mort the Chicken	Crave	*1	41
Mortal Kombat Special Forces	Midway	*1	36
Mortal Kombas 4	Midway	*************************************	-41
Mostal Kambat Tologo	AR-A		

PLAY AS CHAMELEON At the Character Selection screen, choose any male ninja (except for the unmasked Sub Zero) and hold Back -

High Punch + High Kick + Run + Block Your ninja will explode into

Moto Racer	Electronic Arts	42344	- 3
Moto Racer 2	Electronic Arts	*****	14
Moto Racer World Tour	Infogrames	****	40
Motocross Mania	Take 2	*	48
Motorhead	Fox Interactive	4881	14
Mr Damina	Acclaim	安安安日	15
Mr Driller	Namco	****	33
Ms. Pac Man Maze Madness	Namco	安全的的	38
MTV Music Generator	Codemasters	****	28
MTV Sports. Pure Ride	THQ	***	39
MTV Sports Skateboarding Feat Andy MacD	onald THQ	*	39
MTV Sports Snowboarding	THO	***	27
MTV Sports. T.J. Lavin's Ultimate BMX	THO	传传	45
The Mummy	Konami	222	41
Muppet Monster Adventure	Midway	***	39
Muppet Race Mania	Midway	***	39
My Disney Kitchen	Barn	n/a	n/a
N GEN Racing	Infogrames	₩8€	35
N20	Fox Interactive	**	11
Nagano Winter Olympics 98	Konami	**	6
Namco Museum Vol 3	Namco	n a	n, a

Arrangement don't shoot any enemies to receive "Lucky! Secret Bonus 7650 " Whatever that means

NASCAR 98	EA Sports	***	
NASCAR 99		化学学	1
ASCAR 2000	EA Sports	****	2
ASCAR 2001	EA Sports	***	3
ASCAR Heat	Hasbro	安安安全	4
ASCAR Rumble	Electronic Arts	***	3
ASCAR Thunder 2002	EA Sports	**	5
NBA Fastbreak 98	Midway	安全4	
VBA Hoopz	Midway	888	4
NBA In the Zone 98	Konami	***	
NBA In the Zone 99	Konami	****	1
NBA In the Zone 2000	Konamı	***	2
NBA Live 98	EA Sports	***	
NBA Live 99	EA Sports	***	3
NBA Live 2000	EA Sports	表示方法	2
NBA Live 2001	EA Sports	8888	3
VBA Live 2002	EA Sports	8881	9
VBA ShootOut 98	Sony CEA	****	
VBA ShootOut 2000	989 Studios	安安%	3
NBA 5hootOut 2001	989 Studios	张	3
NBA ShootOut 2002	Sony CEA	金香朱7	5
NBA ShootOut 2003	Sony CEA	8884	é
NBA Showtime NBA on NBC	Midway	888	2
NBA Tonight	ESPN Digital	*86	1
NCAA Final Four 99	989 Studios	米雷德 3	1
NCAA Finat Four 2000	989 Studios	告录者》	2
NCAA Final Four 2001	Sony CEA	多条	4
VCAA Football 98	EA Sports	他来	
NCAA Football 99	EA Sports	本居名多4	1
NCAA Football 2000	EA Sports	8888	4
NCAA Football 2001	EA Sports	8881	
NCAA GameBreaker 98	Sony CEA	8888	

GAME	PUBLISHER	SCORE ISS	UE
NCAA GameBreaker 2001	Sony CEA	®® €	37
NCAA March Madness 98	EA Sports	***	7
NCAA March Madness 99	EA Sports	***	18
NCAA March Madness 2000	EA Sports		29
NCAA March Madness 2001	EA Sports		41
Nectaris Military Madness	Electronic Arts	****	17
Need for Speed III Need for Speed: High Stakes	Electronic Arts		20
Need for Speed: Porsche Unleashed	Electronic Arts		33
Need for Speed. V-Rally	Electronic Arts		3
Need for Speed: V-Rally 2	Electronic Arts		28
Newman/Haas Racing	Psygnosis		7
The Next Tetris	Hasbro		24
7)70,000	Midway	如如此情景	13
NIE BINE 2000	Midway	古水井田安	24
NFL Blitz 2001	Midway	8884	38
NFL GameDay 96	Sony CEA	****	.1
NFL GameDay 99	989 Studios	***	13
NFL GameDay 2000	989 Studios		25 37
NFL GameDay 2001 NFL GameDay 2002	989 Studios Sony CEA		37 49
NFI. GameDay 2002	Sony CEA	9999	62
NFL Xtreme	989 Studios		11
NFL Xtreme 2	989 Studios		24
NHL 98	EA Sports		2
NHL 99	EA Sports	BBBB	15
NHL 2000	EA Sports		26
NHL 2001	EA Sports		38
NHL Blades of Steel 2000	Konamı		28
NHL Breakaway 98	Acclaim	999	2
NHL (hampionship 2000	Fox Interactive	***	27
NHL FaceOff 98 NHL FaceOff 99	989 Studios		14
NHL FaceOff 2000	989 Studios		26
NHL FaceOff 2001	Sonu CEA	****	38
NHI Rock the Rink	Electronic Arts	****	32
Nick Toons Racing	Electronic Arts Infogrames	***	48
N.ghtmare Creatures	Activision	***	3
Nightmare Creatures II	Konami		33
Ninja Shadow of Darkness	Eidos		15
Nuclear Strike	Electronic Arts		3
0.D.T	Psygnosis	⊛€	15
Oddworld Abes Exaddus	GT Interactive		15
Oddworld: Abus Oddysee	GT Interactive Sony CEA		25
One One	ASC	9999	4
One Piece Mansion	Capcom		50
Pac-Man World	Ramco	*****	28
Pandemonium¹ 2	Midway	*************************************	3
Panzer Front	Agetec	****	51
Pallappa the Rapper	Sony CEA		2
Parasite Eve	Square EA	***	12
Parasite Eve II			-
	Square EA	****	37
Persona 2 Eternal Punishment	Atlus	***	37 41
Peter Jacobsen's Golden Tee Golf	Atlus Infogrames	***	37
	Atlus Infogrames EA Sports	*** ****	37 41 41
Peter Jacobsen's Golden Tee Golf PGA Tour 98 Pinobee	Atlus Infogrames EA Sports Konami	*** ****	37 41 41 3
Peter Jacobsen's Golden Tee Golf PGA Tour 98	Atlus Infogrames EA Sports Konami Empire Int	88 88 88 88 88 88 88	37 41 41 3 68
Peter Jacobsen's Golden Tee Golf PGA Tour 98 Pinobee Pipe Dreams 3D Pitall 3D Planet of the Apes	Atlus Infogrames EA Sports Konami Empire Int Activision Ubi Soft	**** *** *** *** *** ***	37 41 41 3 68 52
Peter Jacobsen's Golden Tee Golf PGA Tour 98 Pinobee Pipe Dreams 3D Pitall 3D Planet of the Apes Play With The Teletubbies	Atius Infogrames EA Sports Konami Empire Int Activision Ubi Soft Knowledge Adv.	***** **** **** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *	37 41 41 3 68 52 9 63 36
Peter Jacobsen's Golden Tee Golf PGA Tour 98 Pinobee Pipee Dreams 3D Patail 3D Planet of the Apes Play With The Teletubbes Pocket Fighter	Atius Infogrames EA Sports Konami Empire Int Activision Ubi Soft Knowledge Adv. Capcom	**** **** ** *** *** *** *** *** *** *** *** *** *	37 41 41 3 68 52 9 63 36 11
Peter Jacobsen's Golden Tee Golf PGA Tour 98 Pinnobee Pippe Direams 3D Petal 3D Planet of the Apes Play With The Teletubbies Pocket Fighter Point Blank	Attus Infogrames EA Sports Konami Empire Int Activision Ubi Soft Knowledge Adv. Capcom Namco	**** **** *** *** ** ** ** **	37 41 41 3 68 52 9 63 36 11 6
Peter Jacobsen's Golden Tee Golf PGA Tour '98 Prinobee Pripe Dreams 3D Peterl 30 Peterl 30 Planet of the Apes Play With The Teletubbies Pocker Eighter Pount Blank Pont Blank Pont Blank 2	Attus Infogrames EA Sports Konami Empire Int Activision Ubi Soft Knowledge Adv Capconi Namco	**** **** **** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *	37 41 41 3 68 52 9 63 36 11 6 20
Peter Jacobsen's Golden Tee Golf PGA Tour 98 Pinotibee Pipe Dinams 3D Planet of the Apes Play With The Telesubbies Pocket Fighter Pourt Blank Pount Blank 2 Pount Blank 3	Attus Infogrames EA Sports Konami Empire Int Activision Ubi Soft Knowledge Adv Capcom Namco Namco	**** **** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *	37 41 41 3 68 52 9 63 36 11 6 20 44
Peter Jacobsen's Golden Tee Golf PGA Tour 98 Prinothee Pripe Direams 3D Pridet 3D Planet of the Apes Play With The Telerubbies Pocket Fighter Pount Blank 2 Pount Blank 3 Polatins 3 Polatins 3 Polatins 5 nonCross	Attus Infogrames EA Sports Konami Empire Int Activision Ubi Soft Knowledge Adv Capcom Namco Namco Namco Vatical	**************************************	37 41 41 3 68 52 9 63 36 11 6 20 44 38
Peter Jacobsen's Golden Tee Golf PGA Tour 98 Prinotibee Pripe Dinamas 3D Peterlati 3D Ploanet of the Apes Play With Title Telerubbies Poorte Blank Poort Blank Poort Blank 2 Poorts Blank 3 Pollati's Snofross Pong	Attus Infogrames EA Sports Konami Empire Int Activision Ubl Soft Knowledge Adv Capcom Namco Namco Vatical Hasbro	**************************************	37 41 41 3 68 52 9 63 36 11 6 20 44 38 27
Peter Jacobsen's Golden Tee Golf PGA Tour 98 Prinothee Pripe Diments 3D Pritol 3D Pritol 3D Play With The Telefubbies Pocker Fighter Pount Blank Pount Blank 2 Pount Blank 3 Polaris Snocross Pong Pool Hustler	Attus Infogrames EA Sports Konami Empire Int Activision Ubi Soft Knowledge Adv. Capcom Namco Namco Vatical Hasbro Activision	***** **** **** **** **** **** ****	37 41 41 3 68 52 9 63 36 11 6 20 44 38
Peter Jacobsen's Golden Tee Golf PGA Tour 98 Pinobbee Pipe Dinamas 3D Planet of the Apes Planet of the Apes Play With The Telerubbres Pocket Fighter Point Blank Point Blank 2 Point Blank 3 Polain's SnorCors Poing Pool Huster Pool Huster Pool Blank B Pool Huster Pool Huster	Attus Infogrames EA Sports Konami Empire Int Activision Ubi Soft Knowledge Adv Capcom Namco Namco Namco Vatical Hasbro Activision Electronic Arts	***** **** **** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** **	37 41 41 3 68 52 9 63 36 11 6 20 44 38 27 15
Peter Jacobsen's Golden Tee Golf PGA Tour 98 Prinothee Pripe Diments 3D Pritol 3D Pritol 3D Play With The Telefubbies Pocker Fighter Pount Blank Pount Blank 2 Pount Blank 3 Polaris Snocross Pong Pool Hustler	Attus Infogrames EA Sports Konami Empire Int Activision Ubi Soft Knowledge Adv. Capcom Namco Namco Vatical Hasbro Activision	***** ***** ***** **** **** **** ****	37 41 41 3 68 52 9 63 36 11 6 20 44 38 27 15 21
Peter Jacobsen's Golden Tee Golf PGA Tour 98 Pinotibee Pipe Dinams 3D Planet of the Apes Play With The Telerubbies Pocket Fighter Pourt Blank Pount Blank 2 Pount Blank 3 Polans SnoCross Pong Pool Histoler Populous The Beginning Postch Childing	Aftus Infogrames EA Sports Konamu Empire Int Activision Usi Soft Knowledge Adv Capcon Namco Namco Vatical Habribor Activision Electronic Arts Sony CEA	***** ***** ***** **** **** **** ****	37 41 41 3 68 52 9 63 36 11 6 20 44 38 27 15 21
Peter Jacobsen's Golden Tee Golf PGA Tour 98 Promobbe Prope Direams 3D Prited 3D Prited 3D Prited 3D Play With The Telefubbies Pocket Fighter Pount Blank 2 Pount Blank 2 Pount Blank 3 Polen's SnoCross Pong Pool Hustler Populous The Beginning Porsche Challenge Porsche Challenge Porsche Challenge Power Play Sports Tivria	Aftus Infogrames EA Sports Konami Empire Int Activision Ubi Soh Knowledge Adv Capcion Namico Namico Namico Namico Namico Stata Hasbro Electronia Artis Sony (EA	****** ***** **** **** **** **** ****	37 41 41 3 68 52 9 63 36 11 6 20 44 38 27 15 21 1 58
Peter Jacobsen's Golden Tee Golf PGA Tour 98 Prinotibee Pripe Dinamas 3D Planet of the Apes Play With The Teletrubbies Pocket Righter Point Blank Point Blank 2 Point Blank 3 Polant's Tourfords Pong Poof Hustider Populous The Beginning Possek Challenge Power Play Sports Trivia Power Play Sports Trivia	Aftus Infogrames EA Sports Konami Empire Int Activision Ubi Soh Knowledge Adv Capcion Namico Namico Namico Namico Namico Stata Hasbro Electronia Artis Sony (EA	****** ****** ***** ***** **** ****	37 41 41 3 68 52 9 63 36 11 6 20 44 38 27 15 21 1 58 40

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When you reach a pu where the only way out is a vertical small too deep for Jun to safet erop down, sand Scree to clim. the river, send him eastwerd 🖦 rulys, past the other side 🗯 the broken stone bridge. Pass through the mill. You'll see a see se the other side. Push the tree

THE RESERVE NAMED IN COLUMN

Passing through this wait easy...and fun! Look for a circula it and carry it to the top of the small hill to where the grace the ground begins. Release, and where the same of the same

THE RESERVE NAME OF

During the cut-scene the screen below, rememi to pay attention to where the ones are leasted.

Marie Santan

in the second room outside sered's cell, there's a wall 5 can climb to find a secret pas sage. On the other side, he can own the door to the right so t ten can enter There's a locked er in the specule direction. leck this door, find the key the area indicated to the tip and for Scree will tel and it has been

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defeats Belahzur, It's sine But Scree to repossess the stamileth's form and to use his Control of State Section 1

ou'll find yourself, as a You'll eventually encoun worn with tieree urns that you can esk up and move. Place all in the area of week floor o

When stuck areas so

mill for Scree or a ledge for Match Jen and Scree's (a. lesely. Sometimes, they dicate a puzzle answer You can semetimes av _____





GTA: VICE CITY More wacky reasons to go to Vice City

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CAME	PUBLISHER	SCORE	ISSUE
Power Spike Pro Beach Volleyball	Infogrames	-	41
The Powerpuff Girls Chemical X-Tra			51
Poy Poy		***	I.
Pro 18 World Tour Golf	Psygnosis		100
Pro Pinball Big Race USA		***	37
Pro Pinball, Fantastic Journey		***	37
Pro Pinball Timeshock! Psybadek	Take 2 Psygnosis		10
Punky Skunk		888	6
Putter Golf	Agetec		53
Puzzle Star Sweep		***	43
Obert	Hasbro		28
Quake II		***	27
R-Type Delta		***	
R-Types		***	17
R4: Ridge Racer Type 4 Racing	Namco Agetec	****	20
Rage Ball	Agetec		68
Railroad Tycoon II		***	30
Rainbow Six	Red Storm		27
Raily Cross 2	989 Studios		15
Rampage	Midway		4
Rampage 2: Universal Your	Midway		21
Rampage Through Time	Midway		36
Ray Tracers		***	5
RayCrisis Rayman 2: The Great Escape	Working Designs	***	38
Rayman 2: The Great Escape Rayman Brain Games		****	50
Rayman Rush		***	57
Razor Freestyle Scooter		***	41
RC de GO!		***	40
RC Helicopter	Agetec	⊕4	68
RC Revenge		8884	37
RC Stunt Copter		***	
Re-Volt	Acclaim		26
Rendy 2 Remble	Midway		27
Ready 2 Rumble Round 2	Midway	***	40
Ready 2 Rumble Round 2 Red Asphalt	Midway Interplay	989 94	40
Ready 2 Rumble Round 2 Red Asphalt Real Fishing	Midway Interplay Hatsuma	988 91 989	40 3 3
Ready 2 Rumble Round 2 Red Asphalt Real Fishing Reel Fishing II	Midway Interplay Hatsuma Natsuma	*** *1 ***	40
Ready 2 Rumble Round 2 Red Asphalt Real Fishing Reel Fishing II Rasident Evil: Director's Cirt Rasident Evil 2	Midway Interplay Matsuma Natsume Capcom Capcom	*** *** ***	40 3 3 34 2
Ready 2 Rumble Round 2 Red Asphalt Real Fishing Reel Fishing Resident Evil: Director's Cut Resident Evil 2: Dual Shock	Midway Interplay Hatsuma Natsume Capcom Capcom	**************************************	40 3 3 34 2 5 6
Ready 2 Rumble Round 2 Read Asphalt Read Flathing Resel Fishing Resident Evil 2: Director's Cut Resident Evil 2: Dual Shock Resident Evil 2: Dual Shock Resident I 2 3: Nemeus	Midway Interplay Harsuma Natsume Capcom Capcom Capcom	### ### ### ### #### ##### ##### ######	40 3 3 34 2 6 6 7 13
Ready 2 Rumble Round 2 Read Asphalt Read Fishing Recel Fishing II Readdent Evil: Director's Cut Readdent Evil: 2 Readdent Evil 2: Dual Shock Readdent Evil 3: Nemesus Readent Evil: 3: Nemesus Readent Evil: 5	Midway Interplay Harsuma Natsume Capcom Capcom Capcom Capcom Capcom Capcom	### ### ### ### #### #### ##### ##### ####	40 3 3 34 2 6 6 7 13 27 38
Ready 2 Rumble Round 2 Red Asphalt Read Fishing Reel Fishing II Resident Evil: Director's Cut Resident Evil 2: Resident Evil 2: Dual Shock Resident Evil 3: Nemesis Resident Evil 5: Willender Resident Revil 5: Willender Resident Revil 5: Willender Rhapsody: A Musical Adventure	Midway Interplay Harsuma Natsume Capcom Capcom Capcom Capcom Capcom Adus	### ### ### ### #### #### #### ##### ####	40 3 3 34 2 6 6 7 13 27 38 35
Ready 2 Rumble Round 2 Red Asphalt Read Fishing Reel Fishing II Resident Evil: Director's Cut Resident Evil: 20 Data Stock Resident Evil: 2 Data Stock Resident Evil: 3: Nemesus Resident Evil: 3: Nemesus Resident Evil: 4: Nemesus Resident Evil: 5 univior Resident Evil: 5	Midway Interplay Harsuma Nassume Capcom Capcom Capcom Capcom Capcom Addus Agetec	\$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$	40 3 3 34 2 5 6 7 13 27 38 35 24
Ready 2 Rumble Round 2 Red Asphalt Read Fishing Reel Fishing II Resident Evil: Director's Cut Resident Evil: Director's Cut Resident Evil 2 Deal Shock Resident Evil 3: Nemesus Resident Evil 5: Survivot Resid	Midway Interplay Harsume Natsume Capcom Capcom Capcom Capcom Adus Agetec Hashro	**** *** *** *** *** *** *** **	40 3 3 34 2 6 6 7 13 27 38 35
Ready 2 Rumble Round 2 Red Asphalt Read Fishing Reel Fishing II Resident Evil: Director's Cut Resident Evil: 20 Data Stock Resident Evil: 2 Data Stock Resident Evil: 3: Nemesus Resident Evil: 3: Nemesus Resident Evil: 4: Nemesus Resident Evil: 5 univior Resident Evil: 5	Midway Interplay Harsume Natsume Capcom Capcom Capcom Capcom Adus Agetec Hashro	\$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$	40 3 3 34 2 6 6 7 13 27 38 35 24 11
Ready 2 Rumble Round 2 Red Asphalt Regal Fishing Reel Fishing II Reel Fishing II Resident Evil Z Resident Evil Survivor Reside	Midway Interplay Harsume Natsume Capcom Capcom Capcom Capcom Adus Agetec Hashro	\$88 89 88 88 88 88 88 88 88 88 88 88 88 8	40 3 3 34 2 6 6 13 27 38 35 24 11
Ready 2 Rumble Round 2 Red Asphalt Read Rephalt Read Fishing Reel Fishing II Resident Evil 2 Death Shock Resident Evil 2 Death Shock Resident Evil 2 Death Shock Resident Evil 3 Nemeus Resident Evil 3 Nemeus Resident Evil 5 Nemeus	Midway Interplay Harsume Capcom Capcom Capcom Capcom Adus Agetec Hasbro Capcom Acciden	\$88 89 88 88 88 88 88 88 88 88 88 88 88 8	40 3 3 34 2 5 6 7 13 27 38 35 24 11
Ready 2 Rumble Round 2 Red Asphalt Read Fishing II Read Read II R	Midway Interplays Harsume Natsume Capcom Capcom Capcom Adus Agetec Hasbro Capcom Action Electronic Arts Electronic Arts Mattel	*** *** *** *** *** *** *** *** *** *** *** *** ** *** *	40 3 3 34 2 2 38 35 24 11 16 6 11 30 41
Ready 2 Rumble Round 2 Red Asphalt Regal Fishing Reel Fishing II Reel Fishing II Resident Evil 2: Director's Gut Resident Evil 2: Director's Gut Resident Evil 2: Nemesus Resident Evil 3: Nemesus Resident Evil 5: Nemesus Resident Evil 6: Nemesus Resident Evil 7: Nemesus R	Michway Interplay Metsuma Matsume Capcom Capcom Capcom Capcom Adus Agetec Hashin Electronic Arts Electronic Arts Mattel Till	*** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *	40 3 34 2 26 6 13 38 35 24 11 10 41 51
Ready 2 Rumble Round 2 Red Asphalt Read Fishing Reel Fishing II Resident Evil E Director's Cut Resident Evil 2: Dual Stock Resident Evil 2: Dual Stock Resident Evil 3: Dual Stock Resident Evil 5: Du	Midway Interplay	*** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** **	40 3 34 2 6 6 13 38 35 24 11 14
Ready 2 Rumble Round 2 Red Asphalt Read Fishing Reel Fishing II Reclaims Fishing II Resident Evil 2: Deador's Get Resident Evil 2: Deador's Get Resident Evil 2: Nemests Resident Evil 3: Nemests Resident Evil 5: Nemests Resident Evil 7: Nemests Re	Midway Interplay	*** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** **	40 3 3 42 2 2 6 6 7 13 38 35 24 11 11 30 41 51 14 13
Ready 2 Rumble Round 2 Red Asphalt Regal Fishing Reel Fishing II Reel Fishing II Resident Evil 2: Dual Shock Resident Evil 2: Dual Shock Resident Evil 3: Nemeus Resident Evil 3: Nemeus Resident Evil 3: Nemeus Resident Evil 5: Nemeus Resident Evil	Midway Interplay Interplay Interplay Interplay Interplay Matsume Natsume Capcom Capcom Capcom Adus Agetec Hashro Capcom Adus Mattel Interplay Interplay Interplay Interplay Interplay Interplay Interplay Interplay Interplay	*** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** **	40 3 3 42 2 2 6 6 7 13 38 35 24 11 10 41 30 41 13 19
Ready 2 Rumble Round 2 Red Asphalt Read Fishing Reel Fishing II Reclaims Fishing II Resident Evil 2: Deador's Get Resident Evil 2: Deador's Get Resident Evil 2: Nemests Resident Evil 3: Nemests Resident Evil 5: Nemests Resident Evil 7: Nemests Re	Midway Interplay	*** *** *** *** *** *** *** *** *** *** *** *** **	40 3 3 42 2 2 6 6 7 13 38 35 24 11 11 30 41 51 14 13
Ready 2 Rumble Round 2 Red Asphalt Red Sphalt Red Fishing II Recel Fishing II Recel Fishing II Receler Full 2: Receler Full Receler Full 2: Receler Full Receler Full 2: Receler Full Receler Full 3: Nemesus Receler Full Recele	Micheay Interplay Harbushia Massume Massume Capcom Capcom Capcom Capcom Capcom Capcom Capcom Massume M	*** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** **	40 3 3 4 2 2 7 38 35 24 11 16 30 41 13 19 31
Ready 2 Rumble Round 2 Red Asphalt Red Fishing Reel Fishing II Reel Fishing II Reel Fishing II Resident Evil Z	Medway Interplay	*** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** ** *** *** *** *** *** *** *** *** *** *** *** *** **	40 3 34 2 26 6 13 35 24 11 30 41 13 19 31 30 48
Ready 2 Rumble Round 2 Red Asphalt Red Fishing Reel Fishing II Reel Fishing II Reel Fishing II Resident Evil 2: Dual Shock Resident Evil 2: Dual Shock Resident Evil 3: Nemesus Resident Evil 3: Nem	Michay Interplay Harburne Matsume Capcom Capcom Capcom Capcom Capcom Capcom Adusus Agetec Hashro Accasim Bectonic Arts Mattel TitlO GT Interactive Psygnous Psygnous Psygnous Red Storm Agetec Agetec Agetec Agetec TitlO Red Storm Agetec	*** *** *** *** *** *** *** *** *** **	40 3 34 2 26 6 13 35 24 11 30 41 13 19 31 30 48
Ready 2 Rumble Round 2 Red Asphalt Red Sphalt Red Fishing II Recel Fishing II Recel Fishing II Recel Fishing II Recel Fish II Re	Micheay Hatsumin Matsume Capcom Capcom Capcom Capcom Capcom Capcom Capcom Adusus Agetec Hashim Capcom Article Description Article Thi GT Interactive Psygnosis Psygnosis Psygnosis Fysynosis Foliam Agetec Thi	*** *** *** *** *** *** *** *** *** **	40 3 34 2 6 6 13 38 35 24 11 30 41 51 14 13 19 31 30 48 35 48 41
Ready 2 Rumble Round 2 Red Asphalt Red Sphalt Red Fishing Reel Fishing II Reel Fishing II Reel Fishing II Resident Evil 2: Descar's Gut Resident Evil 2: Descar's Gut Resident Evil 3: Nemeus Resident	Michay Interplay	*** *** *** *** *** *** *** *** *** **	40 3 34 26 67 13 36 11 30 41 13 19 31 41 13 19 31 48 43 48 44 41 36
Ready 2 Rumble Round 2 Read Fashing II Read Fash II Read Fa	Micheay Hatsumia Matsume Capcom Capcom Capcom Capcom Aduss Agetec Hashon Action Decronic Arts Electronic Arts Flygnous Flygnous Koel Agetec THQ The Agetec Agetec The Agetec	*** *** *** *** *** *** *** *** *** **	40 3 34 26 6 6 7 13 38 35 24 11 10 41 13 19 31 30 48 48 48 48 49 40 40 40 40 40 40 40 40 40 40
Ready 2 Rumble Round 2 Red Asphalt Red Asphalt Red Fishing II Reel Fishing II Reel Fishing II Resident Evil 2 Descar's Gut Resident Evil 2 Descar's Gut Resident Evil 3 Nemeus Resident Evil 5 Nemeus Resident	Michay Interplay Interplay Interplay Matsume Matsume Capcom Capco	表 1	40 3 3 3 40 3 3 6 6 7 13 30 41 13 30 41 13 30 48 35 48 41 41 41 41 41 41 41 41 41 41
Ready 2 Rumble Round 2 Red Asphalt Red Fashing II Reel Fishing II Reel Fishing II Reel Fishing II Resident Evil 2: Dual Shock Resident Evil 2: Dual Shock Resident Evil 3: Nemesus Resident Evil 3:	Micheay Hatsumia Matsume Capcom Capco	** **	40 3 3 34 27 38 35 24 11 30 41 13 19 31 30 48 35 48 41 49 49 49 49 49 49 49 49 49 49
Ready 2 Rumble Round 2 Red Asphalt Red Asphalt Red Fishing II Reel Fishing II Reel Fishing II Resident Evil 2 Descar's Gut Resident Evil 2 Descar's Gut Resident Evil 3 Nemeus Resident Evil 5 Nemeus Resident	Michay Interplay	安全 医电子 医电子电子 医电子性 医电子性 医甲状腺素 医二甲甲状腺素 医二甲甲甲状腺素 医二甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲	40 3 3 3 40 3 3 6 6 7 13 30 41 13 30 41 13 30 48 35 48 41 41 41 41 41 41 41 41 41 41
Ready 2 Rumble Round 2 Read Sphalit Read Sphalit Read Fishing II Readdent Evil 2: Read Sphack Resident Evil 3: Nemesus Resident Evil	Michay Interplay	安全 医电子 医电子电子 医电子性 医电子性 医甲状腺素 医二甲甲状腺素 医二甲甲甲状腺素 医二甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲甲	40 3 3 42 22 38 35 24 11 30 41 13 19 31 30 48 41 36 41 41 36 41 41 36 41 41 41 41 41 41 41 41 41 41

Sammy Sosa High Heat Baseball 2001

Samurai Shodown Warrior's Rage

Sammy Sosa Softball Slam

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Scooby-Doo and the Cyber Chase	THQ	**	5
Scrabble	Hasbro	⊕⊕ €	2
Sentinel Returns	Psygnosis	⊕⊕	1
Sesame Street Sports	NewKidCo	***	5
Shadow Madness	Crave	⊕ ⊕€	1
Shadow Man	Acclaim	1909	2
Shadow Master	Psygnosis		
Shadow Tower	Agetec	Q.	2
Shanghai True Valor	Sunsoft	***	21
Sheep	Empire	***	4
Shrek: Treasure Hunt	TDK Mediactive	n/a	n/

	our way opm@ziffdavis.com			
	Shipwreckers	Psygnosis	***	3
	Shooter Space Shot	Agetec	***	48
	Shooter Starfighter Sanvein	Agetec	⊕⊛	43
	Silent Bomber	Bandaı	***	30
	Silent Will	Konami	***	18
	Silhouette Mirage	Working Designs	BBBB	29
	Sim Theme Park	Electronic Arts	88 4	33
	The Simpsons Wrestling	Taito	**	45
	Skulimenkeys	Electronic Arts	****	- 6
	Skydiving Extreme	8anpresto	@∉	49
	Sled Storm	Electronic Arts	***	28
	Small Soldiers	Electronic Arts	90€	15
	Smurfs	Infogrames	-	29
	Smurf Racer	Infogrames	**	45
	Sno-Cross Championship Racing	Crave	₩4	37
	Snowboarding	Agetec	⊕ ⊕	43
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We've been posting the same SpongeBob tricks forever. Send us

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READER REVIEWS

Xenosaga, Winning Eleven 6, and m

You want to tell the rest of the game-playing public what you think o game? Write a review and send it to us: lish everyone, so keep it short, critical, witty, and remember that no game deserves five stars (though some do) just because you like it!

COLDITOR COLL

What you said: "While I had a good time with Metal Gear Solid 2.1 enjoyed Splinter Cell on a different level. The game opens your mind to different solutions to in-game obstacles, and no two players will take the same approach to a level. It's a lot of fun to play, I just wish it were a little longer. Your Score **

Vincent Cimino vinman45@aol.com

What we said: "You'll see a lot of funky effects-effects we've been told PS2 'can't do." Our Score ***

trying to walk on a millime white line. Driving was stup the game was just too dull own good."

magsalot12@hote

What we said: "There is brut here that will shock you wi dispassionate nature, Our Score ***

WINNING ELEVEN 6

Your Score ##

What you said: "Winning Elev it-there is no other. The fe the game is so perfect, it sl amazes me. Terry (Donova

"Anyone loving story-driven should get Kenosaga right now

KENOSAGA: EPISODE I

What you said: "OK, now I'm really addicted. This is really amazing. The story is big, the battle system is fabulous, and the music is astonishing. Xenosaga truly is a masterpiece. Anyone loving storydriven games should get Xenosaga right now. The only problem is the story: It's so big that when you finish the game, you actually feel it's just beginning. Now, I'm desperately waiting for Episode II! Your Score @@@@

> Michael Dubé makaca4q@hotmail.com

What else you said: "Xenosaga bears, an uncanny resemblance to Chrono Cross, considered by many to be the greatest RPG ever.

"However, I can't figure why the characters' lips don't stop moving once the word is finished. Still, it's a tiny flaw."

Your Score *

Brian McWalters footballmanfs@yahoo.com

What we said: "There's a game beneath the story that's complex enough to complement the plot." Our Score ***

THE CETAWAY

What you said: "I was excited to play: The Getaway, a game that solved the bad graphics plaguing GTA. But I was shocked! The graphics were good, but the lip-synching was silly. Walking felt like a drunk guy

have been playing the seri years on various platforms just gets better. The latest is yet another leap forward terms of fluidity and closer the real thing. Now, we live United States and long for (you might call it soccer); t game actually makes me I sick. We play a few games day—the grudge matches level of competitiveness ar unprecedented. I dominate N64, but I have to be hone: say right now, Donovan is on PS2. Without a doubt, th the best sports game ever. Your Score

> San Rocksta

What we said: "If you love so play it; if you love football, Our Score ***

SIMPSON'S SKATEBOARDING

What you said: "I hate you Ba Simpson! I've been scream for the last hour as Bart m grind after grind. The missuck and the character mo could use some work, too. best part is the levels. So. rent it to mess around in the Your Score *

> Spencer mmmmpower2002@

What we said: "The gamepla short of unredeemable." Our Score ®∉

Official U.S. PlayStation Mag

st of wrongly beloved stuff in the PS2 universe

Daxter

Room

 The term survival horror

· Any game featur

· Lara Croft's rack

ing the song Fat Lip' by Sum 41 or

come of the supposedly "coolest things in games" just never were, well cool Sometimes, we even thought they were cool, but our 20/20 hindsight cleared things up for us. So, here's our overrated list. We re sure you can add to it iur thoughts to opm@ziffdavis.com in an e-mai, titled Overrated

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Control Passing 52 as a DVD player

· games besides

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- M 1 ploted PS.
- · Any and all Star Wars games . Tricks to unlock everything cool without having to earn it
- · Michael Jordan · "RPG-like" ele-
- ments in games that aren t · Music games that don t
- feature a flat pup · Fighting games without
- weapons



American Idol videogame
This holiday, Codemasters is bringing American Idol to the PS2. We can already imagine the ragtag gameplay and Paula Abdul crying when Simon gets feisty.

"I couldn't think of a more revolting game concept."





The Quest for Color was Color Quest

(PlayStation Aptitude Test)

- 1 What was the Japanese release of Magic Pengel The Quest for Color called?
- a. Rakugaki Kingdom b Ichiro's Revenge
- c Dongle Monkey Colour
- d Pekabooki Halo
- 2 Assuming that the average SOCOM player spends around three hours a day playing online, roughly how many player-hours are spent in SOCOM in any given week?
- a 10,000 b 100 000
- c 1.000.000
- d 10,000,000
- 3 Right now, what percentage of the Earth's population is playing SOCOM?
- a .1% b 01%
- c 001%
- d 0001%
- 4 What are the names of the twins starring
- n Fatal Frame 27 a Mio and Mayu
- b Mumu and Miu
- c Mayo and Ryu
- d Brenda and Jill
- 5 Though unofficial, what is widely believed to be the approximate cost of Enter the Matrix?
- a \$2 million
- b \$12 million
- c. \$20 million









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Rogue Squadron III

Set a course for the unsucky side of the Star Wars galaxy (sorry, Episode 1)! Roque Squadron III lets you relive more of the finest moments from the classic trilogy. Plus, sharpen your stakes and lace up your unisex leather, cause Castievania's coming to your PS21 And don't miss EGM's bold new look



June 200 On sale no



Happy B-day, Mega Man!

Can you believe it's been 15 years since the venera ble Mega Man's debut Fifteen years 1988 That wa when the world wide Internet was invented-or the phone, we're not sure But GameNOW is sure that " special coverage of Mega Man's anniversary and return to gaming will be unmatched. Be there

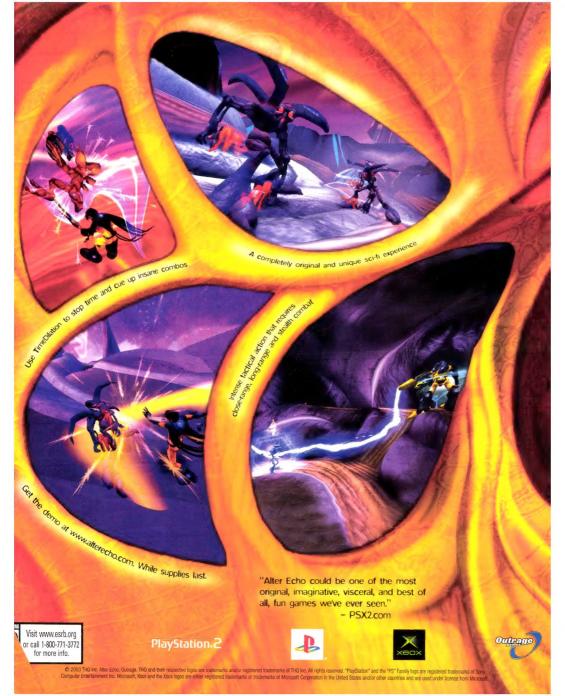


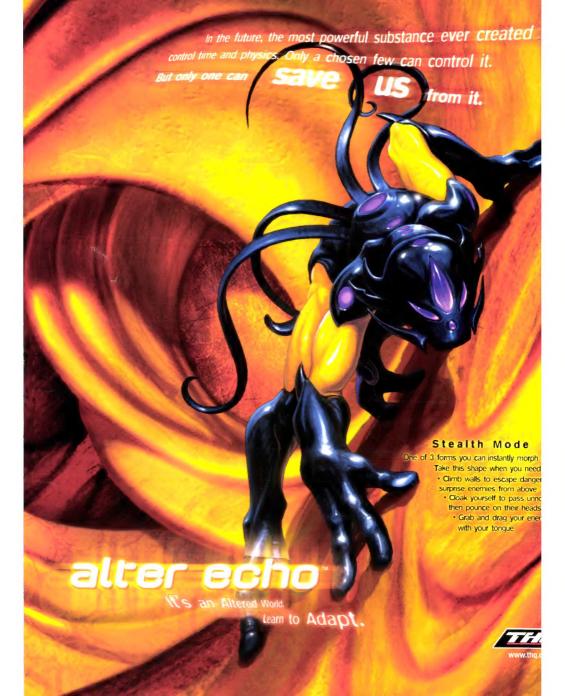
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Chicken Shack

OK, so there's no game called Chicken Shack, but CGW is sworn to secrecy about its super scoop Suffice it to say that it's the long-awaited seques to one of the best PC games ever made. Don 1 miss th preview of the game we've all been waiting for A.s. featured Deus Ex 2 and Rainbow Six 3 Raven Shield







Face your gravest fears in an all-new, nightmarish first-person action-shooter adventure for your PlayStation 2 computer entertainment system. Encounter a new level of horror as you battle flesh devouring zombies and murderous mutants to regain control of a sea-jacked cruise ship lost in the Atlantic.

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Intense blend of action, puzzle solving and DEAD-ON graphics

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PlayStation.2



CONTROL

Blood and Gore olence

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